HOYLE'S GAMES IMPROVED:

BEING

PRACTICAL TREATISES on the following FASHIONABLE GAMES, VIZ.

WHIST	CHESS
QUADRILLE	BILLIARDS
PIQUET	AND
BACK-GAMMON	TENNIS.

WITH

The eſtabliſhed RULES of each GAME.

By JAMES BEAUFORT, ESQ.
Of CAVENDISH-SQUARE.

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MDCCLXXV.

THE

INTRODUCTION.

THE reader may, perhaps, at firſt be ſurpriſed that an attempt ſhould be made to improve upon Mr. Hoyle's Games, after the unrivalled reputation he has gained and ſupported for ſo many years. But as during his life he conſtantly made alterations and additions to every new edition of his work, a field was left open (at his demiſe) for the improvement of his treatiſes upon his own plan. At the ſame time, without diſparaging the merit of his work, it muſt be obvious to every reader that his manner was greatly confuſed, and his meaning frequently unaſcertained. Therefore to methodize a ſimilar performance, and convey the writer's meaning in ſuch language

ufually difpenfed with. The different kinds of games played at Billiards, with all the various odds, &c. In the treatife on Tennis, the nature of the game, and the manner of playing it are exhibited; with a particular defcription of a Court; the method of marking, with the odds at the different periods of a fet; an attempt as original as it is ufeful as well to all Tennis-players as Betters.

Upon the whole, the Editor flatters himfelf, that this work will merit the approbation of the Public, as great care has been taken to render it correct, particularly with regard to the Calculations, fo effential at all Games, upon which any confiderable fums are wagered; and he flatters himfelf he may, without vanity, ftile this little performance Hoyle's Games improved.

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ERRATA.

Page 20, l. 4, for *King* read *Knave*. P. 23, l. 24, for *to* r. *for*. P. 35, l. 15, for *makes* r. *make*. P. 57, l. 25, after *the* add *other*. P. 59, l. 20, for 3 *to* 3 r. 3 *to* 1. P. 63, l. 9, for 13 *to* 6 r. 13 *to* 4.

TRE

O

GAME OF

CHAP. I.

The Nature of the Game of Whiſt fully explained, with general Rules for playing the ſame.

THE Game of Whiſt requires great attention and ſilence, as it chiefly depends on the memory, and derives its name from the taciturnity that ſhould be obſerved in playing it.

This game is played by four perſons, who cut for partners; the two higheſt and the two loweſt are together, and the partners ſit oppoſite to each other: the perſon who cuts the loweſt card is to deal firſt, giving one at a time to each perſon, till he comes to the laſt card, which is turned up for the trump, and remains on the table till each perſon has played a

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les for playing the Game of
WHIST.

I.

AFTER ſorting the hand of cards, and obſerving which is the ſtrongeſt ſuit, he who is to play firſt ſhould lead from that ſuit; for example, ſuppoſe he has a ſequence of king, queen, and knave, or queen, knave and ten, he may ſafely lead the higheſt of the ſequence; but if he has five or ſix in number he muſt begin with the loweſt. In reſpect to trumps he muſt always begin with the higheſt, by which means he forces out the ſuperior trumps, and can come in again, to make his ſtrong ſuit.

II.

II.

He ſhould never be afraid to play trumps when he has five in his hand, even of the ſmalleſt, although he may not have any good cards of any other ſuit. If his right hand adverſary wins the trick, his partner will be the laſt player, and by laying ten-ace * over the third player, he has a chance of two tricks without weakening his hand.

III.

With ace and king of any two ſuits, and only two or three ſmall trumps, the aces and kings ſhould be played out, in order to make as many tricks as poſſible; and having but two or three ſmall trumps, he ſhould never force his partner to trump, if he finds he cannot follow ſuit; but he ſhould endeavour to throw the lead into his partner's hand: for otherwiſe he would weaken his partner's hand, and hinder him from bringing his ſtrong ſuit in.

IV.

He ſhould in general return his partner's lead, unleſs he has ſome capital cards of his own, ſu h as ace, king, queen; king, queen, knave; or queen, knave, ten; in this caſe, he need not regard his partner's lead.

V.

As this game is played with the lurch, that is, to ſave half the ſtake, five points muſt be

* Ten-ace is when an intervening card is wanting to make the ſequence; for example, ace, queen, king, knave, &c.

made before the game is out: he ſhould not venture to play trumps when he is four of the game, unleſs he is very ſtrong, having at leaſt an honour and three trumps, or ace, king, and two ſmall ones.

VI.

When the game is ſcored nine, at which ſtage the honours reckon for nothing, he ſhould be ſtill more cautious how he plays trumps, even if he is ſtrong in hand; and give his partner an opportunity of trumping the adverſaries ſuits, in caſe he is deficient in them. At any other ſtage of the game, when more than one point is played for, the game ſhould be played otherwiſe.

VII.

If his adverſaries are ſix or ſeven love of the game, he ſhould play a forward or bold game, that he may have a chance, at the riſque of a trick or two, to come up with them. If he has but three trumps and other good cards, he may play trumps, eſpecially if he has a ſequence, or queen, knave, and a ſmall one; it can do no hurt, but may chance to ſtrengthen his partner's hand and thereby bring up his game.

VIII.

He ſhould always riſque a trick or two when the game is much in his favour; becauſe a new deal is of greater conſequence to the adverſary than one or two points are to him.

IX.

When the player finds there is a likelihood of either ſaving the game or his lurch, he ſhould riſque the odd trick; but if the game is five all, and he can make two tricks in his own hand, he ſhould make them, in order to ſecure the difference of two points, which make the game near two to one in his favour.

X.

A good player ſhould begin with a ſmall trump, when he has ace, king, and four ſmall ones; for this reaſon: if his partner has a better trump than the laſt player, which is an equal wager but he has, he has a chance of fetching out all the trumps, by having three rounds of them.

XI.

He ſhould play the king firſt, if he has king, queen, ten, and three ſmall trumps, in order to bring out the knave the ſecond round; if it does not fall, he may fineſſe * his ten when his partner returns trumps.

XII.

The odds are always in his favour that his partner holds an honour, conſequently if he has king, queen, and four ſmall ones, he ſhould begin with a ſmall one.

---

* Fineſſe is to play a ſmall card which may win, keeping the ſuperior card or cards to lay over the right hand adverſary.

XIII.

When he is laſt player, and obſerves a weak card to come from the third player, without any particular good cards of his own, he ſhould return the adverſary's lead upon him, and give his partner the opportunity of laying ten-ace over him in that ſuit: and if the adverſary ſhould change his ſuit, he will lay ten-ace over him in that alſo.

XIV.

When queen, knave, and four ſmall trumps are dealt him, he ſhould play a ſmall one firſt, the odds being in his favour that his partner holds an honour; if he has knave, ten, and four ſmall trumps, he ſhould alſo begin with a ſmall one, for the ſame reaſon.

XV.

If he has knave, ten, eight, and three ſmall trumps, the knave ſhould be played firſt, by which means the nine may be prevented from winning a trick, the odds being in his favour that three honours are played in two rounds.

XVI.

If an honour is turned up againſt him on his left hand, and he has ten, nine, and eight, with two or three ſmall trumps; when he is to play, he ſhould play through the honours with the ten, which will force the dealer to play his honour to a diſadvantage, if the dealer does not chuſe to leave it to the option of his adverſary whe-

whether he will paſs it or not; but if he has ſix trumps of a lower denomination, and not ten, nine, and eight, and no honour turned up againſt him, he ſhould begin with a ſmall one.

XVII.

In general, when he has two capital cards in trumps, and two or three ſmall ones, he ſhould begin with a ſmall one, for the reaſon aſſigned in Nº XIV.

XVIII.

When he has ace, king, knave, and two ſmall trumps, or even one ſmall trump, by firſt playing the king, and putting the lead in his partner's hand, who will play a trump; judging him to have ace and knave, from his beginning with the king: in this caſe the knave ſhould be fineſſed, nothing being againſt him but the queen.

XIX.

If he has knave, ten, eight, and two ſmall trumps, by playing the knave firſt, it is odds but in two rounds of trumps the nine falls, or he may fineſſe the eight when his partner returns trumps.

XX.

With five trumps of a lower denomination, he ſhould begin with the ſmalleſt, unleſs he has a ſequence of ten, nine, and eight; then he ſhould begin with the ten.

XXI.

When he has king, queen, ten, and one ſmall trump, he muſt begin with the king, and wait for his partner's return of the trumps, in order to fineſſe the ten, by which means he may win the knave.

XXII.

In order to prevent the ten from winning, when he has queen, knave, nine, and one ſmall trump, he muſt begin with the queen. And in caſe he has knave, ten, eight, and one ſmall trump, he ſhould begin with the knave, that the nine may not win.

XXIII.

If he has ten, nine, eight, and one ſmall trump, he ſhould begin with the ten, thereby he ſtrengthens his partner's hand, leaving it at his option to take it or not.

XXIV.

He ſhould begin with a ſmall one, when he has the ten and three ſmall trumps.

XXV.

If he has a good ſuit, and ace, king, and four ſmall trumps, he muſt play three rounds of trumps, in order to ſecure his ſtrong ſuit from being trumped.

XXVI.

When he has king, queen, ten, and three ſmall trumps, he ſhould begin with the king, becauſe he has a chance of the knave's coming down in the ſecond round: and to ſecure his ſtrong ſuit, he ſhould not wait to fineſſe the ten. If he ſhould have queen, knave, and three ſmall trumps, and ſome good ſuit to make, he muſt begin with a ſmall one.

XXVII.

If he has knave, ten, eight, and two ſmall trumps, with a ſtrong ſuit, he ſhould begin with the knave, in order to make the nine fall in the ſecond round; but if he has knave, ten, and three ſmall trumps, with a good ſuit, he ſhould play a ſmall one firſt.

XXVIII.

With ten, nine, eight, and one ſmall trump, provided he has a good ſuit, he ſhould begin with the ten, by which means he may get the trumps out, and have a chance of making his ſtrong ſuit.

CHAP. II.

The manner of playing ſome particular hands of cards, which may be uſeful to a learner, after having attended to the firſt chapter.

EXAMPLE I.

IF the player is elder hand, and that his game conſiſts of king, queen, and knave, of one ſuit; ace, king, queen, and two ſmall cards of another ſuit; king and queen of the third ſuit, and three ſmall trumps, he muſt begin with the ace of his beſt ſuit (or a trump) which informs his partner that he has the command of that ſuit: he muſt not go on with the king of the ſame ſuit, but he muſt play a trump next, and if he finds his partner is not ſtrong enough to ſupport him in trumps, and his adverſary plays to his weak ſuit, viz. the king and queen only, he muſt in that caſe play the king which belongs to the beſt ſuit; and if there is a probability of its being trumped, he muſt proceed then to play the king of the ſuit of which he has king, queen, and knave. If his adverſaries do not play to his weakeſt ſuit, in that caſe he muſt go on with his trumps as often as he gets the lead, although his partner does not ſeem to give him any aſſiſtance in them. By doing this, if his partner has but two trumps, and his adverſaries have each four, in three rounds

rounds of trumps there will remain only two trumps againſt him.

II.

Suppoſing him ſtill elder hand —— If he has ace, king, queen, and one ſmall trump, with a ſequence from the king of five in another ſuit, with four other cards of no value, he muſt begin with the queen of trumps, and then play the ace, which ſhews his partner that he has the king: then by ſtopping till he has gained the command of his great ſuit, he alſo informs his partner that he has the king and one trump only left; for if he had the king and two trumps more remaining, he might, without danger, play out his king. He ſhould begin with the loweſt of a ſequence, becauſe his partner having the ace, will play it, and make room for his ſuit. For, as he has let his partner into the ſtate of his game, as ſoon as his partner has the lead, if he has a trump or two left, he will play trumps, by which means it is almoſt a certainty of clearing the adverſaries hands of all their trumps, with the king.

III.

If he is ſecond player, and has the ace, king, and two ſmall trumps, with a quint-major of another ſuit, three ſmall cards in the third ſuit, and one in the fourth ſuit; ſuppoſe the adverſary begins with the ace of his weak ſuit, and then plays the king, he ſhould not trump it, but throw away a loſing card; and if the queen is afterwards played, he ſhould throw away an-

other loſing card, and ſo on the fourth time, in hopes his partner may trump it, who would in that caſe play a trump, or play to his ſtrong ſuit. If trumps ſhould be played, he ſhould go on with them two rounds, and then proceed to play his ſtrong ſuit; in ſo doing, if there ſhould be four trumps in one of his adverſaries hands, and two in the other, which would be nearly the caſe, as his partner is entitled to three trumps out of the nine, there can remain only ſix trumps between the adverſaries; then his ſtrong ſuit forcing their beſt trumps, he has a probability of making the odd trick in his own hand; whereas if he had trumped one of his adverſaries beſt cards, he would have ſo weakened his hand, as probably not to make more than five tricks, without his partner's aſſiſtance.

IV.

If he has ace, queen, and three ſmall trumps; ace, queen, ten, and nine of another ſuit; with two ſmall cards of each of the other ſuits: his partner leads to his ace, queen, ten and nine; and as this game requires rather to deceive the adverſary, than to inform his partner, he ſhould put up the nine, which naturally leads the adverſary to play trumps, if he wins that card. Then as ſoon as trumps is led, he muſt return them upon his adverſary, keeping the command in his own hand. If the adverſary who led trumps to him puts up a trump which his partner cannot win, in all probability his partner's lead will be returned to him by the adverſary, ima-

imagining that that ſuit lies between the two adverſe partners.—If this fineſſe ſucceeds, he will be a great gainer by it, without running any riſque.

V.

If he ſhould have ace, king, and three ſmall trumps, with a quart from a king, and two ſmall cards of another ſuit, and one ſmall card to each of the other ſuits; his adverſary leads a ſuit of which his partner has a quart-major; his partner puts up the knave, and then proceeds to play the ace: if he refuſes to that ſuit, by playing his looſe card; when his partner plays the king, the right-hand adverſary trumps it, ſuppoſe with the knave or ten, he ſhould not over trump him, which if he did would probably loſe him two or three tricks by weakening his hand: but if that ſuit is led of which he has none, he ſhould trump it, and then play the loweſt of his ſequence, in order to get the ace either out of his partner's or adverſaries hand, which being done, as ſoon as he gets the lead, he ſhould play two rounds of trumps, and then proceed to play his ſtrong ſuit.

CHAP.

CHAP. III.

Some obſervations whereby it may be known that his partner has no more of a ſuit which either of them have played.

FOR example, ſuppoſe he leads from queen, ten, nine, and two ſmall cards of any ſuit, the ſecond hand puts on the knave, his partner plays the eight; in this caſe, he having queen, ten, and nine, it is a demonſtration, if his partner plays well, that he can have no more of that ſuit.

By that diſcovery, he may play his game accordingly, either by forcing his partner to trump that ſuit, if he is ſtrong in trumps, or by playing another ſuit.

If he has king, queen, and ten of a ſuit, and he leads his king, his partner plays the knave, this alſo demonſtrates he has no more of that ſuit.

If he has king, queen, and many more of a ſuit, and begins with the king, in ſome caſes it is good play in a partner, when he has the ace and one ſmall card in that ſuit only, to win the king with the ace; for ſuppoſe the partner to be very ſtrong in trumps, by taking the king with the ace, he gets the lead and trumps out, and having cleared the board of trumps, his partner returns his lead; and the ace being out, there is room for him to make that whole ſuit, which

could

could not have been done if the partner had kept the ace.

Suppofe he has no other good card in his hand befides that fuit, he lofes nothing by the ace's taking his king; and if it fhould fo happen that he has a good card to bring in that fuit, he gains all the tricks which he makes in that fuit by this method of play: as his partner has taken his king with the ace, and trumps out upon it, he has reafon to imagine that his partner has one of that fuit to return him; for which reafon he fhould not throw away any of that fuit, even to keep a king or queen guarded.

CHAP. IV.

Methods by which he may endeavour to deceive and diſtreſs his adverſaries, and demonſtrate his game to his partner.

FOR example, ſuppoſe he plays the ace of a ſuit of which he has ace, king, and three ſmall ones; the laſt player does not chuſe to trump it, having none of the ſuit. If he is not ſtrong enough in trumps he muſt not play out the king, but keep the command of that ſuit in his hand by playing a ſmall one, which he muſt do in order to weaken his adverſary's game.

If a ſuit is led of which he has none, and there is a moral certainty that his partner has not the beſt of that ſuit, in order to deceive the adverſary he ſhould throw away his ſtrong ſuit; but to clear up doubts to his partner when he leads, he ſhould throw away his weak ſuit. This method of play will generally ſucceed, unleſs he is playing with very good players, and even with them he will oftener gain than loſe by it.

CHAP. V.

Methods of play by which he runs the risque of losing one trick only to gain three.

EXAMPLE I.

SUPPOSE a heart is played by the adversary, and clubs to be trumps; his partner, having none of that suit, throws away a spade; he is then to judge his partner's hand is composed of trumps and diamonds; and if he wins that trick, and being too weak in trumps, he dare not force him; and at the same time he has king, knave, and one small diamond; and further, suppose his partner to have queen and five diamonds; in that case, by playing his king in the first lead, and his knave in the second, his partner and him may win five tricks in that suit, whereas if he had led a small diamond, and his partner's queen having been won with the ace, the king and knave remaining in his hand would obstruct his partner's suit. Though his partner may have the long trump *, yet by his partner's playing a small diamond when his long trump has been forced out of his hand, he will lose by this method of play three tricks in that deal.

* The last remaining trump.

II.

Similar to the former caſe, if he ſhould have queen, ten, and one ſmall card, in his partner's ſtrong ſuit, which may be diſcovered by the former example; ſuppoſing his partner to have knave and five ſmall cards in his ſtrong ſuit; he, having the lead, ſhould play his queen, and when he is to play again ſhould play the ten; then ſuppoſe his partner to have the long trump, by this method four tricks are made in that ſuit; but were he to play a ſmall one in that ſuit, his partner's knave being gone, and the queen remaining in his own hand in the ſecond round of playing that ſuit, his partner's long trump being forced, the queen would obſtruct the ſuit, and in that deal he muſt loſe three tricks by this method of play.

III.

Now, inſtead of his leading, ſuppoſe his partner is to lead, and in the courſe of play it appears to him that his partner has one great ſuit; ſuch as ace, king, and four ſmall ones, and he has queen, ten, nine, and a very ſmall one of that ſuit; in that caſe, when his partner plays the ace, he is to play the nine; when the king is played, he muſt play the ten; conſequently in the third round he will make his queen, and having a ſmall one remaining, he will not obſtruct his partner's great ſuit; whereas if he had kept the queen and ten, and the knave ſhould have fallen from the adverſaries, he would have loſt two tricks in that deal.

IV. As

IV.

As in the former caſe, if he ſhould find his partner to have one great ſuit, and that he has the king, ten, and a ſmall one of that ſuit; his partner leads the ace, he ſhould in that caſe play the ten, and in the ſecond round his king. This method will prevent a poſſibility of obſtructing his partner's great ſuit.

V.

His partner having ace, king, and four ſmall cards in his great ſuit, and he having queen, ten, and a ſmall card in the ſame; when the ace is played by his partner he ſhould play his ten, and when the king is played by his partner he ſhould play his queen; by which method of play he only riſques one trick to get four.

VI.

Suppoſe he has five cards of his partner's ſtrong ſuit, viz. queen, ten, nine, eight, and a ſmall one; and that his partner has ace, king, and four ſmall ones; when his partner plays the ace he muſt play his eight; when his partner plays the king he muſt play the nine; and in the third round, the adverſaries having no more of that ſuit, he muſt proceed then to play the queen, and then the ten; and having a ſmall one remaining, and his partner two, he thereby gains a trick, which he could not have done but by playing the high cards, and by keeping a ſmall one to play to his partner.

CHAP.

CHAP. VI.

Methods of playing when an honour is turned up on the right hand, with directions how to play when it is turned up on the left hand.

Example I.

SUPPOSE the king is turned up on his right hand, and that he has king, queen, and ten; in order to win the knave he muſt begin with the king; by which means, his partner may ſuppoſe him to have queen and ten remaining, eſpecially if he has a ſecond lead, and he does not proceed to play the queen.

II.

Suppoſe the knave turned up as before, and he has ace, queen, and ten, by playing his queen, it anſwers the purpoſe of the former rule.

III.

When the queen is turned up on his right hand, and he has ace, king, and knave, by playing his king, it anſwers the ſame purpoſe of the former rule.

IV.

In cafe an honour is turned up on his left hand, fuppofing he fhould hold no honour, he fhould play trumps through the honour as foon as he gets the lead; but if he fhould hold an honour (except the ace) he muft be cautious how he plays trumps, becaufe, in cafe his partner holds no honour, his adverfary will play his own game upon him.

CHAP. VII.

The danger of forcing a partner.

SUPPOSE one of the players to have a quint-major in trumps, with a quint-major and three ſmall cards of another ſuit, and he has the lead; the adverſaries to have only five trumps in either hand: he who has the quint-major in trumps, &c. having the lead, muſt win every trick. On the contrary, if he had not the lead, and forced to trump firſt, he would win only five tricks.

The advantage of a ſaw.

A. and B. are partners, and A. has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of ſpades. The adverſaries C. and D. have the following cards, viz. C. has four trumps, eight hearts, and one ſpade, D. has five trumps, and eight diamonds; C. being to lead, plays an heart, D. trumps it, D. plays a diamond, C. trumps it; and thus purſuing the ſaw, each partner trumps a quart-major of A.'s, and C. being to play at the ninth trick, plays a ſpade, which D. trumps; thus C. and D. have won the nine firſt tricks, and leave A. with his quart-major in trumps only. This ſhews the ſtrength of a ſaw, which ſhould be embraced whenever the occaſion offers.

CHAP. VIII.

Shewing when it is proper, at ſecond hand, to put up the king, queen, knave, or ten, with one ſmall card of any ſuit, &c.

CASE I.

SUPPOSE he has four ſmall trumps, in the three other ſuits he can make one trick ſecure in each of them; and admitting his partner has no trump, in that caſe the remaining nine trumps muſt be divided between his adverſaries; ſuppoſe five in one hand, and four in the other, as often as he has the lead he muſt play trumps; and if he ſhould have four leads, it is then evident his adverſaries can make only five tricks out of nine trumps; but if he had ſuffered them to make their trumps ſingle, they could poſſibly have made nine tricks. By which example, it is plain that taking out two trumps for one is a very great advantage.

However, there is an exception to the above rule; for inſtance, if he finds in the courſe of play that his adverſaries are very ſtrong in any particular ſuit, and his partner can give him no aſſiſtance in that ſuit, he ſhould examine the ſcores, and keep one trump in his hand to ſuch ſuit, which may be the means of winning, or at leaſt ſaving the game.

II.

If he has ace, queen, and two ſmall cards of any ſuit, and his right hand adverſary leads that ſuit,

ſuit, he ſhould not put up his queen, becauſe it is an equal wager that his partner has a better card in that ſuit than the third hand, and if ſo, he has the command of that ſuit in his own hand, except he wants the lead, then he ſhould put up the queen.

III.

He ſhould never lead from king, knave, and one ſmall card in any ſuit, as it is two to one his partner has not the ace, and thirty-two to twenty-five, or about five to four he has ace or queen; therefore, as he has only about five to four in his favour, and as he muſt have four cards in ſome other ſuit, ſuppoſing the ten to be the higheſt, he ſhould lead that ſuit, becauſe it is an equal wager that his partner has a better card in that ſuit than the laſt player. And if the ace of the firſt mentioned ſuit lies behind him, which is an equal wager that it does, in caſe his partner has it not, he may probably make two tricks in it by playing in this manner.

IV.

In the courſe of play, if it ſhould appear that his partner and himſelf have four or five trumps remaining when their adverſaries have none, and that he has no winning card in his hand, but judges his partner has a thirteenth card, or ſome other winning card in his hand; he then ſhould play a ſmall trump, to put the lead into his partner's hand, in order to throw away any loſing card in his hand, upon ſuch thirteenth or other winning card.

CHAP.

CHAP. IX.

When to put up at ſecond hand, king, queen, knave, or ten of any ſuit, &c.

EXAMPLE I.

IF he has the king, and one ſmall card of any ſuit, and his right hand adverſary plays that ſuit, he ſhould not put up the king, unleſs he wants the lead, becauſe a good player ſeldom leads from a ſuit of which he has the ace, but keeps it in his hand to bring in his ſtrong ſuit after the trumps are played out.

II.

Suppoſe he has the queen and one ſmall card of any ſuit, and his right hand adverſary leads that ſuit, he muſt not put up his queen, becauſe, if the adverſary has led from the ace and knave, he will upon the return of that ſuit fineſſe the knave, which is generally good play, eſpecially if his partner has played the king, conſequently the queen will be made; but by putting on the queen, it ſhews the adverſary that he is weak in that ſuit, and makes him fineſſe upon his partner throughout that whole ſuit.

III.

The former examples ſhew when it is proper to put up the king or queen at ſecond hand. Now he ſhould alſo obſerve that in caſe he has the

knave or ten of any ſuit, with a ſmall card of the ſame ſuit, it is generally bad play to put up either of them at ſecond hand, becauſe it is five to two that the third hand has either ace, king, or queen of the ſuit led; therefore, as the odds againſt him are five to two, and though he ſhould ſucceed ſometimes by this method of play, yet in the long run he muſt loſe, becauſe it ſhews his adverſary that he is weak in that ſuit, and in conſequence of which they will fineſſe upon his partner throughout that whole ſuit.

IV.

If he ſhould have ace, king, and three ſmall cards of a ſuit, his right hand adverſary leads that ſuit; upon which he plays the ace, and his partner plays the knave; if he is ſtrong in trumps, he ſhould return a ſmall one in that ſuit, in order to let his partner trump it. The conſequence of this kind of play is as follows: he keeps the command of that ſuit in his own hand, and at the ſame time it intimates to his partner that he is ſtrong in trumps, and he may play his game accordingly, either trying to eſtabliſh a ſaw, or trumping out to him, if he has either ſtrength in trumps, or the command of the other ſuits.

V.

Suppoſe A. and B. to be partners, and their game is ſcored ſix, the adverſaries C. and D. is ſcored ſeven, and that nine cards are played out, of which A. and B. have won ſeven tricks,

and

and ſuppoſe no honours are reckoned in that deal, then A. and B. have won the odd trick, which puts their game upon an equality; and ſuppoſe A. to have the lead, and that A. has two of the ſmaller trumps remaining, with two winning cards of other ſuits, and ſuppoſe C and D. have the two beſt trumps between them, with two other winning cards in their hands, quere, how is this game to be played? It is eleven to three that C. has not the two trumps; and likewiſe eleven to three that D has them not. The odds being ſo much in favour of A's winning the whole ſtake, it is his intereſt to play a trump; for ſuppoſe the ſtake to be 70l. A. wins the whole ſtake, if he ſucceeds by this method of play; but if he had played the cloſe game, by forcing C. or D. to trump firſt, he having won the odd trick already, and being ſure of winning two more in his own hand; by this method his game will be ſcored nine to ſeven, which is about three to two, and, therefore, A.'s ſhare of the 70l. will amount only to 42l. and by this method A. only ſecures 7l. profit; but in the other caſe, upon ſuppoſition that A. and B. have eleven to three of the ſtake depending, as aforeſaid, by playing his trump, he is intitled to 55l. out of the 70l. depending. This caſe duly attended to may be applied to the like purpoſe in other parts of the game.

CHAP. X.

How to play when an ace, king, or queen, are turned up on your right hand, &c.

I.

THE ace being turned up on his right hand, and having the ten and nine of trumps only, with ace, king and queen of another ſuit, and eight cards of no value, *Quere*, How muſt he play this game? He ſhould begin with the ace of the ſuit of which he has the ace, king, and queen, which is an information to his partner that he has the command of that ſuit; then he ſhould play his ten of trumps, being five to two that his partner has king, queen, or knave of trumps; and though it is about ſeven to two that his partner has not two honours, yet if his partner ſhould chance to have them, and that they are the king and knave, as his partner will paſs the ten of trumps, and as it is 13 to 12 againſt the laſt player's holding the queen of trumps, ſuppoſing his partner to have it not, when his partner has the lead and plays to his ſtrong ſuit, he then ſhould play the nine of trumps, in order to give his partner the chance of winning the queen, in caſe he lies behind it. The above caſe demonſtrates that it is not ſo great an advantage for the adverſary to turn up an ace, provided the game is played properly.

II. When

II.

When the king or queen are turned up on his right hand, the ſame method of play may be made uſe of, provided his partner is a good player, otherwiſe it may prove a diſadvantage.

III.

If the adverſary on his right hand ſhould lead the king of trumps, having himſelf the ace and four ſmall trumps, with a good ſuit, he ſhould paſs the king; and admitting his adverſary to have king, queen, and knave of trumps, with one more, and that he ſhall play the ſmall one, as a middling player would do, imagining his partner has the ace; in this caſe our player ſhould paſs the ſmall one, as it is an equal wager that his partner has a better trump than the laſt player: this will induce the adverſary to play his third trump, if he has one, thinking there muſt be a good reaſon for this method of play, and if he has not a trump, he will play his beſt ſuit.

IV.

If the king and five trumps ſhould be in his hand, and the right hand adverſary plays the queen, as it is an equal wager his partner has the ace, he ſhould not put on the king. If his adverſary ſhould have queen, knave, ten, and one ſmall trump, it is alſo an equal bett that the ace is ſingle either in his partner's or adverſary's hand; for which reaſon he ſhould not put on his king. If the

queen is led, when he has the king, with two or three trumps, it is proper to put on the king, becauſe leading from the queen and one ſmall trump only is good play; in which caſe ſhould his partner have the knave of trumps, and the left hand adverſary the ace, he would loſe a trick by not putting on the king.

V.

A critical CASE *to win an odd trick.*

If A. and B. are partners againſt C. and D. and the game is nine all, ſuppoſing all the trumps are played out, and A. the laſt player, having the ace and four other ſmall cards of a ſuit in his hand, and one thirteenth card remaining; B. having only two ſmall cards of that ſuit; C. having queen and two other ſmall cards of that ſuit; D. having king, knave, and one ſmall card of the ſame ſuit; A. and B. having won three tricks, C. and D. four tricks, conſequently A. muſt win four tricks out of the ſix cards in his hand, to win the game. C. leads this ſuit, and D. plays the king; A. lets the trick go, D. returns that ſuit, A paſſes it, and C. plays the queen; ſo that C. and D. have won ſix tricks: and C. judging the ace of that ſuit to be in his partner's hand, returns it; by theſe means the game is won, by A.'s winning the four laſt tricks.

CHAP. XI.

The difference to be obſerved between a voluntary and forced lead; why it is bad play to change ſuits often; and when to paſs a trick.

I.

A Wide difference ſhould be made between a voluntary lead and a forced lead of a partner. In the firſt caſe, a partner leads from his beſt ſuit, in which, finding his partner deficient, and not being ſtrong in trumps, at the ſame time it not being the game to force him, he goes on with his next beſt ſuit; which method of play denotes the partner to be weak in trumps. If a partner continues his firſt lead, it is almoſt a certainty that he is ſtrong in trumps, from which knowledge a good player ſhould derive his advantage.

II.

It is reckoned bad play to change ſuits often, for in every new ſuit he runs the riſque of giving his adverſary the ten-ace; therefore if he has the queen, ten, and three ſmall ones, and his partner puts up the nine only, then, if he ſhould be weak in trumps, and have no tolerable ſuit to lead from, it is his beſt play to purſue that lead, and play the queen, which makes it optional in his partner to trump it or not, if he has no more of that ſuit. In his ſecond lead, if he has queen and knave of any other ſuit, with one card only of the ſame ſuit, he ſhould

lead from his queen or knave of either of these suits, being five to two that his partner has one honour at least in either of them.

III.

At any time when he has ace, king, and one small card of any suit, with four trumps, and the right hand adversary leads that suit, he should pass it, because it is an equal wager that his partner has a better card in that suit than the third hand; and if his partner has, he must gain a trick by it; if not, as he has four trumps, he cannot lose by it.

CHAP. XII.

Why the command of the adverſary's great ſuit ſhould not be parted with; and ſeveral other uſeful caſes.

I.

IF he is weak in trumps, and he finds his partner not very ſtrong in them, he ſhould be very cautious how he diveſts himſelf of the command of his adverſary's great ſuit, for the following reaſon: ſuppoſe his adverſary plays a ſuit of which his antagoniſt has king, queen, and one ſmall card only, the adverſary leads the ace, and, upon playing the ſame ſuit, he plays his queen, making it clear to his partner that he has the king; ſuppoſe his partner has none of that ſuit, he muſt not play the king; becauſe if the long trump be in the hand of the leader of that ſuit, or in the hand of his partner, in order to get one trick he riſques the loſing of three.

II.

If his partner remains with ten cards in his hand, and he judges them to conſiſt of trumps and one ſuit only, while himſelf is poſſeſſed of the king, ten, and one ſmall card of his partner's ſtrong ſuit, with queen, and two ſmall trumps, he then ſhould judge his partner to have five cards of each ſuit, and ſhould play the king of his partner's ſtrong ſuit. If he wins that trick, he

ſhould then play the queen of trumps; if he wins that alſo, he ſhould then play trumps. Except when the game is four or nine, this method of play may be made uſe of.

III.

When the right hand adverſary leads a ſuit of which he has the ten and two ſmall ones, the third player puts up the knave, his partner wins it with the king; when his right hand adverſary plays a ſmall one of that ſuit again, he muſt not play his ten, becauſe it may ſave his partner's ace, ſuppoſing his right hand adverſary led from the queen. This method of play generally ſucceeds.

IV.

Suppoſe our player to hold the beſt trump, and that the adverſary A. has one trump only left, it appearing to him at the ſame time that the adverſary B. has a ſtrong ſuit; though he permits A. to make his trump, by keeping the trump in his hand, he prevents the adverſary B. from making ſeveral tricks in his ſtrong ſuit; now, if he had taken out A's trump, it had made but one trick difference.

V.

The trump ſhould always be remembered, both by himſelf and partner, and ſo placed as to have recourſe to it when ever it is neceſſary: for admit it to be but a deuce, and that the dealer has two more, viz. the five and ſix, if his partner

ner trumps out with ace and king, he ought to play his five and ſix, for this reaſon; ſuppoſe his partner to have ace, king, and four ſmall trumps, by his partner's knowing him to have the deuce remaining, he may reap a conſiderable advantage.

VI.

If three trumps ſhould remain in his hand when no one elſe has any, with four cards of any certain ſuit, he ſhould play a trump, to ſhew his partner that he has all the trumps, which alſo gives him a chance for the adverſaries to throw away a card of the above-mentioned ſuit; and if that ſuit has been led once, one of which being thrown away, makes five, four in his hand makes nine, ſo that only four remain in the other three hands, and his partner having an equal chance of holding a better card in that ſuit than the laſt player, the chance is alſo equal of making three tricks in that ſuit.

VII.

If he has five trumps, and ſix ſmall cards of any ſuit, and is to lead, he ſhould lead from the ſuit of which he has ſix; being deficient in two ſuits, the adverſaries will probably play trumps, which will ſuit his purpoſe; whereas if he had begun to play trumps, they would have forced him, to his great diſadvantage.

VIII.

A Case which often happens.

When two trumps are remaining at a time the adverſaries have only one, and his partner ſeems to have a ſtrong ſuit, he ſhould then play a trump, although he may have the worſt, in order to make way for his partner's ſuit, by taking the trumps out of the adverſaries hands.

CHAP.

CHAP. XIII.

Explanation of the method how to play the ſequences.

EXAMPLE I.

THE higheſt in ſequences of trumps ſhould be played, unleſs he has ace, king, and queen; and then he ſhould play the loweſt, which informs his partner of the ſtate of his game.

II.

When he has king, queen, and knave, and two ſmall ones, which are not trumps, he ſhould begin with the knave, whether he is ſtrong in trumps or not, as he makes way for the whole ſuit by getting the ace out.

III.

If he is ſtrong in trumps, and has a ſequence of queen, knave, ten, and two ſmall cards of a ſuit, he ſhould play the higheſt of his ſequence; for if either of the adverſaries ſhould trump that ſuit in the ſecond round, being alſo ſtrong in trumps, he will make the remainder of that ſuit, by fetching out their trumps. When he has knave, ten, and nine, and two ſmall cards of a ſuit, he may play in the like manner.

IV.

If king, queen, knave, and one ſmall card of any ſuit, is the caſe, whether ſtrong in trumps or not, he ſhould play the king, and when there are only four in number, the ſame method of play ſhould be obſerved by inferior ſequences.

V.

When weak in trumps, he ſhould begin by the loweſt of the ſequence, provided he has five in number, becauſe if his partner has the ace of that ſuit, he will make it. If he has the ace and four ſmall cards of a ſuit, and weak in trumps, leading from that ſuit, he ſhould play the ace. When ſtrong in trumps, the game may be played otherwiſe.

CHAP. XIV.

Vhat is meant by being ſtrong or weak in trumps, and the method of playing accordingly.

I.

CE, king, and three ſmall trumps; king, queen, and three ſmall trumps; queen, nave, and three ſmall trumps; queen, ten, d three ſmall trumps; queen and four ſmall umps; knave and four ſmall trumps. When e player holds either of theſe hands of trumps, may be ſaid that he is ſtrong in trumps.

And, on the contrary, when he holds but ro or three ſmall trumps, it may be ſaid that is weak in trumps.

II.

When he holds either of the following hands trumps, he is intitled to force his partner at ny ſtage of the game, viz. ace and three ſmall umps; king and three ſmall trumps; queen nd three ſmall trumps; knave and three ſmall umps.

III.

He ſhould keep forcing his partner, if once e has begun, though weak in trumps, when he finds he does not chooſe to trump out after having the lead, except he has good cards to play himſelf.

IV. If

IV.

If he ſhould by chance have but two or three ſmall trumps, and the right hand adverſary leads a ſuit of which he has none, he ſhould trump, to inform his partner that he is weak in trumps.

V.

If he has ace, knave, and one ſmall trump, and his partner trumps to him from the king and three ſmall ones, his right hand adverſary having three trumps, and his left hand adverſary the ſame number, he ſhould fineſſe the knave, and then play the ace, whereby, if the queen is on his right hand, he gains a trick; but if the queen is on the left hand, and he plays the ace, and then returns the knave, the left hand adverſary putting on the queen, which is the game, it being above two to one that one of the adverſaries holds the ten, he gains no trick.

VI.

The former rule is anſwered exactly by putting on the knave, and returning the king, in caſe the partner leads from the ace, and he has king, knave, and one ſmall trump. This method of play may be made uſe of in reſpect to other ſuits.

VII. When

VII.

When he is ſtrong in trumps, and has king, queen, and two or three ſmall cards in any other ſuit, he may lead a ſmall one, it being five to four that his partner has an honour in that ſuit; if weak in trumps, he ſhould begin with the king.

VIII.

If his right hand adverſary leads a ſuit of which he has king, queen, and two or three ſmall cards of the ſame ſuit, he being ſtrong in trumps, may paſs it, being an equal wager that his partner has a better card in that ſuit than the third hand; however, he need not fear making that ſuit at any rate.

IX.

If the right hand adverſary leads a ſuit of which he has king, queen, and one ſmall card, whether in trumps or not, he ſhould put on the queen: likewiſe, if he has queen, knave, and one ſmall card, he ſhould put on the knave; and if he has knave, ten, and one ſmall card, he ſhould put on the ten: by playing in this manner his partner expects him to have a better card or cards in the ſame ſuit; and conſequently, according to the calculation, he can form his judgment.

X.

If he is ſtrong in trumps, and ſhould have ace, king, and two ſmall cards in a ſuit, and his right hand adverſary ſhould lead that ſuit, he may paſs it, becauſe it is an equal bett that his partner has a better card in that ſuit than the third hand: if it ſhould ſo happen, he gains a trick by it; however, by his ſtrength in trumps he cannot fail making his ace and king.

XI.

If he ſhould have the ace, nine, eight, and one ſmall trump, and that his partner leads the ten, he ſhould paſs it, becauſe, if the three honours do not lie behind him, he is ſure of making two tricks; he may do the ſame if he ſhould have the king, nine, eight, and one ſmall trump; or the queen, nine, eight, and one ſmall trump.

XII.

If the right hand adverſary leads from a ſuit of which he has ace, king, and queen, or ace, king, and knave, in order to deceive the adverſaries, he ſhould put on the ace. It encourages the adverſaries to play that ſuit again; and tho' he deceives his partner by this method of play, deceiving the adverſaries is of much greater conſequence.

XIII.

If he ſhould have ace, ten, and one ſmall card in one ſuit, and the ace, nine, and one ſmall

ſmall card of another ſuit, he ſhould lead from the ſuit of which he has the ace, nine, and one ſmall card; becauſe it is an equal bett that his partner has a better card in that ſuit than the laſt player. Suppoſe he has not, and his right hand adverſary leads from the king, or queen of the ſuit of which he has the ace, ten, and one ſmall card, it being an equal bett that his partner has a better card in that ſuit than the third hand; and if it ſhould happen ſo, upon the return of the ſuit, he will lie tenace, and probably get three tricks in that ſuit.

XIV.

To play at this game to perfection, he ſhould not be content with only underſtanding the calculations which this treatiſe contains, and with being a judge of the general and particular caſes here ſet forth; but ſhould alſo be a very punctual obſerver of ſuch cards as are thrown away, both by his partner and antagoniſts, and at what particular time.

CHAP

CHAP. XV.

Different Cafes to be obferved.

I.

IF it fhould appear, that the adverfaries have three or four trumps remaining, and that neither he nor his partner have any, he fhould not force one hand to trump, to give the other an opportunity of throwing a lofing card away; but fhould find out a fuit in his partner's hand, if he has no fuit of his own, to prevent them from making their trumps feparate.

II.

Suppofe A and B partners againft C and D, and nine cards are played out; and likewife eight trumps played out; A to have one trump only; his partner B to have ace and queen of trumps; and the adverfaries C and D to have the king and knave of trumps between them. A leads his fmall trump, C plays the knave of trumps; in this cafe, B fhould play the ace of trumps upon the knave, for D having four cards in his hand remaining, and C only three, makes it about four to three in B's favour, that the king is in D's hand. When the four cards in hand are reduced to three, the odds then are three to two; and when reduced to two, the odds

odds are two to one in favour of B's winning a trick, by putting on his ace of trumps. Thus all the other ſuits may be played according to this rule.

III.

Suppoſe our player to have the thirteenth trump, with the thirteenth card of any ſuit in his hand, and one loſing card, only three cards in all remaining; he ſhould play the loſing card, becauſe if he played the thirteenth card firſt, the adverſaries would not paſs the loſing card, knowing he has one trump remaining, conſequently, he would play two to one againſt himſelf.

IV.

Suppoſe he has ace, king, and three ſmall cards in any ſuit, which has never been played, and that it appears to him that his partner has the only remaining trump; he ſhould lead a ſmall card in that ſuit, becauſe it is an equal bett that his partner has a better card in that ſuit than the laſt player; if ſo, and there being only three cards in that ſuit in any one hand, he muſt win five tricks in that ſuit; but if he played the ace and king of that ſuit, it is two to one that he wins only two tricks in that ſuit. Provided the trumps are out, and he has good cards in other ſuits to bring in this ſuit, this method may be taken. By this way of play, the odds are reduced from

from two to one againſt him, to an equal chance, and he may probably gain three tricks by it.

V.

When he wants to have trumps played by the adverſaries, having a ſuit led to him by his partner, of which he has ace, knave, ten, nine, and eight, or king, knave, ten, nine, and eight, he muſt play the eight of either ſuit, which if his adverſary wins, will probably, induce him to play trumps.

VI.

If he has a quart-major and one or two more of any ſuit, and it is neceſſary to inform his partner that he has the command of ſuch a ſuit, to clear up doubts, he muſt throw away the ace of that ſuit, upon any ſuit of which he has none in hand, the odds being in his favour that neither of the adverſaries have more than three in that ſuit. He may play in the ſame manner, if he has a quart to a king, by throwing away the king, provided the ace is played out. If he has a quart to the queen, he may alſo throw away the queen, provided the ace and king are played out; and ſo on in reſpect to inferior ſequences if he has the beſt of them in his hand. This informs the partner of the ſtate of his game.

VII.

The neceſſity only of playing trumps, ſhould induce him to play in the following manner. Suppoſe the king turned up on the left hand, and that he has queen and one ſmall trump only, and he plays out his queen, in hopes his partner may win the king if it is put upon the queen; not conſidering that it is about two to one that his partner has not the ace; and ſuppoſing he has the ace, he and his partner play two honours againſt one, and conſequently weaken their game. Notwithſtanding, this method of play is often practiſed by middling players.

VIII.

If all the trumps are played out except one, and he has three or four winning cards in his hand of a ſuit which has been played, with an ace and one ſmall card of another ſuit, in this caſe, he ſhould throw away one of his winning cards, becauſe if his right-hand adverſary plays to his ace-ſuit, he has it in his power to paſs it, and his partner may have a better card of that ſuit than the third hand; if ſo, and he ſhould have any forcing card, or one of his partner's ſuit to play to, in order to force out the laſt trump, his ace remaining in hand, he can bring in his winning cards; whereas if he had thrown away the ſmall card to his ace-ſuit, and that the right-

right-hand adverſary had led that ſuit, he had been forced to put on his ace, and loſt ſome tricks.

IX.

When his partner calls at the point of eight before his time, he muſt play trumps to him as ſoon as he gets the lead, whether he is ſtrong in trumps or not; as it is a rule at whiſt, whenever any one calls before his time, he means to inform his partner that he is ſtrong in trumps.

How to make a ſlam, or win every trick.

X.

Suppoſe A and B partners againſt C and D, and C to deal, A to have the king, knave, nine, and ſeven of hearts, which are trumps, a quart-major in ſpades, a tierce-major in diamonds, and the ace and king of clubs. Then ſuppoſe B to have nine ſpades, two clubs and two diamonds. Alſo ſuppoſe D to have ace, queen, ten and eight of trumps, with nine clubs, and C to have five trumps and eight diamonds; A leads a trump, which D wins, and D is to play a club, which his partner C is to trump; C leads a trump, which his partner D wins; D then will lead a club, which C will trump; and

and C will play a trump, which D will win; and D having the beſt trump, will play it; after which, D having ſeven clubs in his hand, makes them, ſo that he ſlams A and B.

CHAP. XVI.

Various hands of cards, and the method of playing them.

I.

IF he ſhould have ace, king, and one ſmall card of a ſuit, and his left-hand adverſary leads that ſuit; if he ſhould have four ſmall trumps, and no material ſuit to lead from; and his right-hand adverſary ſhould put up the nine, or any inferior card; he ſhould win it with the ace, and return the lead upon the adverſary, by playing the ſmall card of the ſame ſuit; from which the adverſary will judge that the king lies behind him, and will not put up his queen, in caſe he has it. By this method of play, a trick may be gained, beſides the advantage of letting his partner into the ſtate of his game.

II.

When his partner forces him to trump a card early in the deal, he may depend upon it that he is ſtrong in trumps; except at the points of four or nine; if his partner then ſhould force him, he may make the trick by trumping as faſt as he can.

III.

If he ſhould have ace, king, and two or three more of a ſuit, and ſhould lead the ace, and his partner ſhould play the ten or knave to it;

ſuppoſing at the ſame time he ſhould have one ſingle card in his hand in any other ſuit, and two or three ſmall trumps only; he ſhould lead the ſingle card, in order to eſtabliſh a ſaw; the reſult of which will be as follows. That having led that ſuit, his partner will have an equal chance of having a better card in it than the laſt player; whereas, had his partner led the ſame ſuit to him, which probably would have been the ſtrongeſt, the adverſaries would have diſcovered the deſign of eſtabliſhing a ſaw, and would have trumped out, to prevent his making his ſmall trumps. The reaſon of changing his ſuit, would be eaſily ſuggeſted by his partner, who would turn it to advantage

IV.

If he ſhould have the ace and deuce of trumps, and ſtrong in the three other ſuits, and is to lead; he ſhould play the ace, and then the deuce, that he may put the lead into his partner's hand, in order to take out two trumps for one. If the laſt player ſhould win that trick, and lead a ſuit of which our player has ace, king, and two or three more, he ſhould paſs it, being an equal wager that his partner has a better card in that ſuit than the third hand; if that be the caſe, his partner can take out two trumps to one, and when he gets the lead, he is to try to force out one of the two trumps remaining. The odds then will ſtill be in favour of his partner's having one of the two

 trumps,

trumps, supposing two trumps to have been played out.

V.

Ten cards being played out, he having the king, ten, and a small card of a suit, which has not been led, supposing he has made six tricks, and that his partner leads from that suit, and that there is neither a trump or thirteenth card in any hand; he should not put on the king, unless his right-hand adversary plays so high a card, as obliges him to do it. By not putting on the king, he may make it, upon the return of that suit, and also the odd trick. He may play in the same manner if there should happen to be only nine cards played out. Where the game or odd trick is depending, it should be played otherwise.

VI.

If he should have ace, king, and three or four small cards of a suit not played, and it appears that his partner has the last trump, if he is to lead, he should play a small card of that suit, being an equal wager that his partner has a better card in that suit than the last player. Admitting him to have a better card, it is in his favour, that he makes five or six tricks in that suit. If he should play the ace and king of that suit, it being two to one that his partner has not the queen, it consequently would be two to one that he would make but two tricks

in

in that ſuit; riſking three or four tricks to gain one.

VII.

If his partner ſhould have ace, queen, knave and many more of a ſuit, and leads the ace, and then plays the queen; if he ſhould have king, and two ſmall cards of the ſame ſuit, he ſhould win the queen with his king; and then if ſtrong in trumps, take out the trumps; by doing this, and having a ſmall card of his partner's ſuit, he may win many tricks, by not obſtructing his partner's ſuit.

CHAP. XVII.

Where the Tenace is of great uſe in reſpect to an odd trick. And how to play for an odd trick.

Case I.

SUPPOSE he has ace, king, and three ſmall trumps, and he is elder hand, with four ſmall cards of another ſuit, three ſmall cards of a third ſuit, and one ſmall card of the fourth ſuit, by leading the ſingle card, which we will ſuppoſe to be won by the laſt player, trumps will be returned, or a card played to the weak ſuits, which will give his partner and himſelf the tenace, by which means they may get the odd trick.

II.

If his partner is to lead, and plays the ace of the ſuit of which he has only one, and then plays the king of the ſame ſuit, and the right-hand adverſary trumps it with the queen, knave, or ten, he ſhould not over-trump him, but throw away a ſmall card of his inferior ſuit, by which means his partner being the laſt player, gains the tenace, and conſequently may make the odd trick. This method may be practiſed, when he wants four or five points, and is elder hand; by making his partner laſt player. Indeed,

deed, in all parts of the game, the tenace ſhould be attended to, being of great conſequence.

III.

Suppoſe twelve trumps are played out, and ſeven cards only remaining in each hand, and he has the laſt trump, with ace, king, and four ſmall cards of a ſuit; he ſhould play a ſmall card of that ſuit, being an equal wager that his partner has a better card in that ſuit than the laſt player; and if four cards of that ſuit ſhould happen to be in either of the adverſaries hands, he may make five tricks in that ſuit; whereas, if he had played his ace and king, he could have made but two tricks in that ſuit. It would have been an equal wager of winning ſix tricks in that ſuit, if neither of the adverſaries had morethan three cards of the ſaid ſuit.

IV.

Suppoſe that eight trumps are played out that one of the adverſaries has four of thoſe trumps remaining, and he has the other, which is the beſt, and to lead; he ſhould not play his trump to take out one of the adverſary's trumps, becauſe, as there would ſtill be three trumps remaining, and he not one, the adverſaries might bring in a long ſuit, which he could not prevent, for want of his trump.

CHAP. XVIII.

How to play any hand of cards, according to the nearest calculations of his partner's holding certain winning cards.

For EXAMPLE.

1	THAT he has not one certain winning card is	2	to	1
2	That he has not two certain winning cards is	17	to	2
	but it is about 5 to 4 that he has one or both, or	32	to	25
3	That he has one card out of any three certain winning cards is about	5	to	2
4	That he has not three certain winning cards is about 31 to 1, or	681	to	22
5	That he has not two of them is about 7 to 2, or -	547	to	156
6	That he has not one of them is about 7 to 6, or - -	378	to	325
7	That he holds one or two of them, is in his favour			

about

about 13 to 6, or 481 to 222

8 And about five to two that he holds 1, 2, or all three of them.

The uſe of theſe calculations is, for a whiſt player to play his cards to the moſt advantage; for inſtance,

As the firſt calculation is two to one that his partner does not hold one certain winning card---Suppoſe then a ſuit is led, of which the ſecond player has the king and a ſmall one only, he ſhouldput on the king, becauſe the odds are in his favour, that the third player cannot win it.

For the ſame reaſon, when he is ſecond player, and to lead, he ſhould play a king in preference to a queen, becauſe it is two to one the ace does not take it, but it is five to four the queen will be taken by either ace or king, which may be in the third hand.

According to the ſecond calculation of its being five to four that his partner holds one certain winning card out of any two; if he has two honours in any ſuit, he can play to an advantage, knowing it is five to four in favour of his partner's having one of the two honours, and by the ſame rule if he is ſecond player, having a queen and one ſmall card, by playing the queen he plays five to four againſt himſelf.

It is obvious from the third calculation, which proves it to be five to two that his partner has one card out of any three certain winning cards,

 that

that he who plays the knave ſecond hand, having but the knave and one ſmall card of the ſame ſuit, muſt play five to two againſt himſelf; and diſcovers his game to a great diſadvantge; for which reaſon, he ſhould play the loweſt of any ſequence which he may hold in his hand, as, the knave, if he has king, queen and knave, the ten, if he has queen, knave, and ten, &c. By ſo doing, his partner has an opportunity of judging what card to play in that ſuit according to the odds for or againſt him.

From the above calculation, if he has ace, king, and two ſmall trumps, he is entitled to win four tricks out of ſix, provided he has four winning cards of any ſuit; or five tricks out of ſeven, if he has five winning cards of any ſuit; by playing two rounds of trumps and taking out eight of them, it is five to two but his partner has a third trump, and if it ſhould be ſo, he makes the tricks intended.

CHAP. XIX.

The odds of the game, calculated with the deal.

THE odds in favour of the deal at ſtarting are - 21 to 20

1	Love - -		11		10
2	- - -		5		4
3	- - -		3		2
4	- -		7		4
5	(An even bett of the lurch)		2		1
6	- -		5		2
7	- -		7		2
8	- -		5		1
9	Not quite five to one, but about - -		9		2
2	to	1 -	9		8
3		1 - -	9		7
4		1 - -	9		6
5		1 -	9		5
6		1 - -	9		4
7		1 - -	3		3
8		1 -	9		2
9		1 About -	4		1
3	to	2 - -	8	to	7
4		2 - -	4		3
5		2 -	8		5
6		2 - -	2		1
7		2 -	8		3

8		2	-	4		1
9		2	-	7		2
4	to	3	-	7	to	6
5		3	-	7		5
6		3	-	7		4
7		3	-	7		3
8		3	-	7		2
9		3	About -	3		1
5	to	4	-	6	to	5
6		4	-	6		4
7		4	-	2		1
8		4	-	3		1
9		4	About -	5		2
6	to	5	-	5	to	4
7		5	-	5		3
8		5		5		2
9		5		2		1
7	to	6	-	4	to	3
8		6	-	2		1
9		6	About	7		4
8	to	7	Above -	3	to	2
9		7	About	12		8
9	to	8,	or rather 8 to 9; the odds being in favour of 8, about 3 and an half in the hundred, according to the nearest calculation.			

The

The odds calculated for betting throughout the whole rubber, with the deal.

Suppose the first game of a rubber to be won, with nine love of the second, on the same side, the odds of the rubber are, as near as can be calculated, about - 13 to 1

If the first game and eight love of the second is got, the odds are rather more than -	13	to	1
With the first game and 7 love of the second, the odds are near	10	to	1
Ditto and six love of the second, near - -	8	to	1
Ditto and five love of the second, near - -	6	to	1
Ditto and four love of the second, near - -	5	to	1
Ditto and three love of the second, near or about -	9	to	2
Ditto and two love of the second, near - -	4	to	1
Ditto and one love of the second, near - -	7	to	1

The odds against the deal through out the rubber.

With the first game and nine love of the second, are near -	11	to	1
Ditto and 8 love of the second, the odds are rather more than	11	to	1

Ditto

First game and seven love of the second - -	9	to	1
Ditto and six love of the second	7	to	1
Ditto and five love of the second	5	to	1
Ditto and four love of the second	9	to	2
Ditto and three love of the second	4	to	1
Ditto and two love of the second	7	to	2
Ditto and one love of the second, about - -	13	to	6

CHAP.

CHAP. XX.

The TERMS *or* TECHNICAL WORDS *in this Treatiſe fully explained.*

FINESSING,

IS endeavouring to gain a trick, in caſe the player has the beſt and third beſt of a ſuit in his hand, by putting on the third beſt, and running the riſk of the adverſary's having the ſecond beſt, which being two to one he has it not, the player has thus much the advantage of gaining a trick.

FORCING,

Is obliging the partner or adverſary to trump a ſuit of which he has none.

LONG TRUMP,

Is having one or more trumps in hand, when all the reſt are out.

LOOSE CARD,

Is a card in hand of no value, and conſequently the propereſt to throw away.

POINTS,

Ten conſtitutes the game; tricks or honors tell for points towards the game.

QUART,

Is a ſequence of any four cards immediately following one another in the ſame ſuit; from quart-major, which is a ſequence of ace, king, queen, and knave in any ſuit, down to cards of lower denominations.

QUINT,

Is a ſequence of any five cards immediately following each other in the ſame ſuit. As *quint-major*, is a ſequence of ace, king, queen, and knave, in any ſuit.

SEE-SAW,

Is when a ſuit is trumped by each partner, and they keep playing that ſuit to each other for that purpoſe.

SCORE,

Is the reckoning kept of the game, till ten points are made on one ſide or the other.

TENACE,

Is having the firſt and third beſt cards, and being the laſt player, by which means the adverſary muſt inevitably loſe the trick, let him play what card he pleaſes in the ſuit. For example, if the player who has ace and queen of any ſuit, and his adverſary leads that ſuit, he muſt win two tricks by having the beſt and

third

third beſt of that ſuit led, and being the laſt player.

TERCE,

Is a ſequence of any three cards immediately following one another in the ſame ſuit. As terce-major, is a ſequence of ace, king, queen, in any ſuit.

CHAP.

CHAP. XXI.

The LAWS *of the game of* WHIST, *as established by the first players in England.*

I.

IF any body plays out of his turn, either of the adversaries may call the card played, at any time in that deal, if they think proper, provided it does not cause the person who played out of his turn to revoke; or if either of the adverse parties are to lead, he may desire his partner to name the suit he chuses to have him play, and when the suit is named, his partner must play it if he has it; but, only one of these penalties can be inflicted.

II.

If a revoke happens to be made, the opposite party may add three to his score, or take three tricks from the adversaries, or reduce their score three points; and the party who revoked, provided they are up, notwithstanding the penalty, must remain at nine. The revoke is reckoned previous to any other score.

III.

No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

IV.

If any perſon calls at any point of the game, except eight, either of the adverſe parties may call a new deal, and they are at liberty to conſult each other, whether they will have a new deal or not.

V.

After the trump card is turned up, nobody ought to remind his partner to call, on penalty of loſing a point.

VI.

When the trump card is turned up, no honours in the preceding deal can be reckoned, unleſs they were before claimed.

VII.

If any perſon ſeparates a card from the reſt, the adverſe party may call it, provided he names it, and proves the ſeparation; but if he calls a wrong card, the adverſe party may call the higheſt or loweſt of any ſuit, out of his hand or his partners, the firſt time either of them are to play.

VIII.

If a card is turned up in dealing, it is optional in the adverſe party to call a new deal; but in caſe either of them have been inſtru-
mental

mental in turning up ſuch card, it is optional in the dealer whether or no he will deal over again.

IX.

If any perſon diſcovers a revoke before the cards are turned, the adverſe party may call the higheſt or loweſt card of the ſuit led, or, it is at their option to call the card then played, at any time, when it does not cauſe a revoke.

X.

If an ace, or any other card be led, and it ſhould ſo happen that the laſt player plays out of his turn, whether he has any of the ſuit led or not, provided he is not cauſed to revoke, he can neither trump it or win the trick.

XI.

If a card is faced in dealing, the cards muſt be dealt again, unleſs it is the laſt card.

XII.

It is the buſineſs of every player to ſee that he has thirteen cards dealt to him; therefore, after ſeveral tricks are played, if any one ſhould find out that he has had but twelve, and that the reſt of the players have had their right number, the deal muſt ſtand good; and likewiſe the perſon who plays with twelve cards, is to be puniſhed for each revoke, in caſe any has been made; but if it ſhould appear that any of the players have had fourteen, the deal then is loſt.

XIII.

XIII.

If any perſon throws his cards upon the table, with their faces upwards, ſuppoſing the game to be loſt, the adverſaries may call any of the cards once, or oftener, when they think proper, provided they do not make the party revoke; and, he is not to take up his cards again.

XIV.

If any one leads a card, and his partner plays out of his turn, the right-hand adverſary may play before his partner who is on the left-hand of the leader.

XV.

If there is a certainty of winning every trick, the player may ſhew his cards, or throw them down on the table, but if he ſhould happen to have any loſing card in his hand, he is liable to have all his cards called.

XVI.

If any perſon calls at the point of eight, and his partner anſwers, and both the oppoſite parties have thrown down their cards, and it afterwards appears that the other ſide had not two by honours, they have a right to conſult with one another about it, and are at liberty to ſtand the deal or not.

XVII.

XVII.

If any body anſwers when he has not an honour, the adverſe party may conſult one another about it, and are at liberty to ſtand the deal or not.

XV II.

The trump card ſhould be left in view upon the table, till it is his turn to play; and after he has joined it to his other cards, no perſon has a right to demand what card was turned up, but may aſk what is trumps: the reaſon is, that the dealer cannot name a wrong card, which otherwiſe he might do.

XIX.

No revoke can be claimed after the cards are cut for a new deal. If any body claims a revoke, the adverſe party are not to mix their cards afterwards, upon forfeiting the revoke.

XX.

If any body calls at eight, after he has played, it is optional in the adverſaries to call a new deal.

XXI.

Suppoſe A and B are partners againſt C and D; A plays a card, the adverſary C wins it, B plays an inferior card to either; but before D plays,

plays, his partner C plays a thirteenth, or ſome other card; the penalty ſhall be at the option of A, or B, to oblige D to win the trick if he can.

XXII.

Suppoſe A and B are partners againſt C and D, A leads a diamond, C plays the ace of that ſuit, B plays a diamond, and D, partner to C, takes up the trick without playing to it; A and the reſt of the players, continue playing on, till it appears that D has one card more than the reſt of the players; in this caſe it has been eſtabliſhed as a law, that the adverſaries have it at their option to call a new deal.

XXIII.

If the dealer, inſtead of turning up the trump, puts the trump card upon the reſt of his cards, with the face downwards, he loſes his deal.

XXIV.

No perſon ſhould aſk his partner if he has any or not of a ſuit, in caſe he does not follow ſuit, or even aſk if he is clear, although it is often done at almoſt every whiſt table.

CHAP. XXII.

A TECHNICAL MEMORY, *or an aſſiſtant to thoſe who are* WHIST PLAYERS.

I.

LET him place the trumps towards the left of all the ſuits in his hand; his beſt or ſtrong ſuit next, his next ſuit third from the left, and his inferior ſuit to the right.

II.

In the courſe of play, if he finds he has the beſt card remaining of any ſuit, put the ſame to the right of them, as it certainly muſt tell after the trumps are drawn out.

III.

If he finds he has the ſecond beſt card of any ſuit, to remember, let him place it on the right of that card he is already to remember, as the beſt card remaining.

IV.

If he has the third beſt card of any ſuit to remember, let him place a ſmall card of tha ſuit between the ſecond beſt card and tha third beſt.

V. Th

V.

That he may remember his partner's firſt lead, let him place a ſmall card of that ſuit led, entirely to the left of the trumps, or trump, in caſe he has but one.

VI.

When he deals, he may put the trump turned up, to the left of all his trumps, and as it is a kind of rule that he ſhould keep this trump as long as he can, it will conſequently be more out of the way, and will be eaſier for him to remember.

VII.

How to find out where and in what ſuit the adverſaries revoke.

Let him ſeparate four of his tricks from the reſt, remembering the firſt of thoſe four tricks to ſtand for clubs, the next for diamonds, the third for hearts, and the fourth for ſpades; now if he ſuſpects the revoke to have been made in ſpades, ſeparate the fouth trick a little from the other three, if in hearts, ſeparate the third and fourth from the firſt and ſecond, and ſo forth; and like the alphabet, theſe tricks may aſſiſt him; ſuppoſing the firſt trick denotes the letter A, ſo as clubs, beginning with C, as it is

nearest to the first letter of the alphabet; diamonds beginning with a D, is nearest the second, and so on with hearts and spades; he may very easily remember the suit in which he imagines the revoke to have been made. And by removing these towards the advers ry he thinks made the revoke, he may recollect which of them it was.

END of the GAME of WHIST.

A SHORT

TREATISE

ON THE GAME of

QUADRILLE,

WITH

The MEDIATEUR,

The FAVOURITE SUIT,

The MEDIATEUR SOLITAIRE;

Together with ſome new Deciſions.

CHAP. I.

Containing a general idea of the GAME, and a particular explanation of the value of the cards.

ALTHOUGH the Game of Quadrille has been in vogue many years, a treatiſe on this game has never been publiſhed, whereby a perſon who never played the game, might

form a geneal idea of it, ſo as to be able to play according to rule. *

In order therefore to render this treatiſe as perfect as poſſible, we have collected thoſe rules from the game called OMBRE, (from which this game is derived) as well as thoſe practiſed by the beſt companies that play at this game, by which means many diſputes may be avoided which happen for want of ſome fixed and eſtabliſhed rules to go by.

The firſt thing to be obſerved at this game by the players as well as the ſpectators, is ſilence; for, without it, no one can properly attend to the game, or make the party agreeable.

This game is played by four perſons, with forty cards; which are the remains of a pack, after the four tens, nines, and eights are diſcarded; theſe are dealt three and three, and one round four, to the right hand player; and the trump is made by him that plays with or without calling, by naming ſpades, clubs, diamonds or hearts, and the ſuit named is trumps. If the perſon who names the trump ſhould miſtake, and ſay ſpades inſtead of clubs, or if he names two ſuits, the firſt named is the trump.

Of the value of the cards.

Nothing embarraſſes the player ſo much at firſt, as the order of the cards: he cannot con-

* Mr. Hoyle's treatiſe on this game, is only fit for the improvement of thoſe who have already learned the game.

ceive why the ſeven of hearts, or diamonds, or the two of ſpades, or clubs, are ſometimes the ſecond cards of the game, and ſometimes the laſt: but by peruſing with attention, the following tables, he will perceive the reaſon: in the firſt of which the cards are placed according to their natural value, and in the other, according to the rank they hold when trumps.

The first TABLE.

The cards placed according to their natural value.

Hearts and diamonds.	Spades and clubs.
King,	King,
Queen,	Queen,
Knave,	Knave,
Ace,	Seven,
Deuce,	Six,
Three,	Five,
Four,	Four,
Five,	Three,
Six,	Deuce,
Seven,	
In all 10	In all 9

The reaſon why the ace of ſpades and ace of clubs are not mentioned, is, becauſe they are always trumps, in whatever ſuit that is played. The ace of ſpades being always the firſt, and the ace of clubs the third trump, as will appear in the following table.

The Second TABLE.

The cards ranked according to their value when Trumps.

Hearts and diamonds.	Spades and clubs.
SPADILL, *The ace of Spades.*	SPADILL, *The ace of Spades.*
MANILL, *The ſeven of Hearts or Diamonds.*	MANILL, *The two of Spades or Clubs.*
BASTO, *The ace of Clubs.*	BASTO, *The ace of Clubs.*
PONTO, *The ace of Hearts or Diamonds.*	
King,	King,
Queen,	Queen,
Knave,	Knave,
Deuce,	Seven,
Three,	Six,
Four,	Five,
Five,	Four,
Six.	Three.
In all 12	In all 11

It is plain by the foregoing tables, as ſpadill and baſto are always trumps, that the red ſuits have one trump more than the black.

There is a trump between the ſpadill and baſto, which is called manill, and is in black

the deuce, and in red the seven; they are the second cards when trumps, and last in their respective suits when not trumps; for example, the deuce of spades being the second trump when they are trumps, and the lowest card when clubs, hearts, or diamonds are trumps; and so of the rest.

Ponto is the ace of hearts or diamonds, which are above the king, and the fourth trump on the cards, when either of those suits are trumps, but are below the knave, and called ace of hearts or diamonds, when they are not trumps. The two of hearts or diamonds is always superior to the three; the three to the four, the four to the five, and the five to the six; the six is not superior to the seven, but when it is not trumps; for when the seven becomes manill, it is the second trump. All which appears by the foregoing table.

There are three matadores; spadill, manill, and basto; the privilege of which is, that when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior rank; but if spadill should be led, he that has manill or basto only, is obliged to play it, it is the same of basto with respect to manill, the superior matadore always forcing the inferior. Though there are properly but three matadores, nevertheless, all those trumps which

which follow the three firſt without interruption, are likewiſe called matadores; but the three firſt only, enjoy the privilege above mentioned. The number of the matadores are ſpecified in the ſecond table, by the order of the cards when they are trumps.

CHAP. II.

Of the manner of playing the Game and dealing the cards, of the Stakes, of the manner of ſpeaking, and of the Beaſt.

EACH perſon is to play as he judges moſt convenient for his own game.

He is not to encourage his friend to play; but each perſon ought to know what to do, when it is his turn to play.

The ſtakes conſiſt of ſeven equal mi's * or contrats, as they are ſometimes called, compriſing the ten counters and fiſhes, which are given to each player. A mil is equal to ten fiſh, and each fiſh to ten counters: the value of the fiſh, is according to the players agreement, as alſo the number of tours †, which are generally fixed at ten, and marked by turning the corners of a card.

If the cards ſhould happen not to be dealt right, or that there ſhould be two cards of the ſame ſort, as two deuces of ſpades, for example, there muſt be a new deal; provided it is diſcovered before the cards are all played.

The cards muſt likewiſe be dealt over again in caſe a card is turned in dealing, as it might be of prejudice to him who ſhould have it;

* See the dictionary at the end of this treatiſe.
† See the dictionary.

and of courſe if there ſhould be ſeveral cards turned. There is no penalty for dealing wrong, he who does ſo muſt only deal again.

When each player has got his ten cards, he that is on the right hand of the dealer, after examining his game, and finds his hand fit to play, aſks if they play; or if he has not a good hand, he paſſes, and ſo the ſecond, third, and fourth. All the four may paſs; but he that has ſpadill, after having ſhewn or named it, is obliged to play, by calling a king.

Whether the deal is played in this manner, or that one of the players has aſked leave, nobody chuſing to play without calling, the eldeſt hand muſt begin the play, firſt naming his ſuit, and the king which he calls; he who wins the trick plays another card, and ſo of the reſt till the game is finiſhed. The tricks then are counted, and if the ombre, that is, he who ſtands the game, has, together with him who is the king called, ſix tricks, they have won, and are paid the game, the conſolation, and the matadores, if they have them, and divide what is upon the game, and the beaſts, if there are any.

But if they make only five tricks, it is a remiſe, and they are beaſted, what goes upon the game, paying to the other players the conſolation, and the matadores. If the tricks are equally divided betwixt them, they are likewiſe beaſted, and if they make only four tricks between them, it is a remiſe; if they make leſs, they loſe codill, and in that caſe they pay to their adverſaries what they ſhould

have received if they had won; that is, the game, the consolation, and the matadores, if they have them, and are beasted what is upon the game: they who win codill, divide the stakes.

The beast, and every thing else that is paid, is paid equally betwixt the two losers; one half by him that calls, and the other half by him that is called, as well in case of codill, as a remise; unless the ombre does not make three tricks, in which case, he that is called is not only exempted from paying half the beast, but also the game, the consolation, and the matadores, if there are any, which the ombre in that case pays alone; and as well in case of a codill as a remise. This is done in order to oblige players not to play games that are unreasonable.

There is, nevertheless, one case, in which, if the ombre makes only one trick, he is not beasted alone, and that is, when not having a good hand he passes, and all the other players have passed likewise; he having spadill, is obliged to play. Here it would be unjust to oblige him to make three or four tricks; in this case therefore, he that is called pays one half of the losings. For which reason he that has spadill with a bad hand, should pass, that if he is afterwards obliged to play, by calling a king, (which is called forced spadill) he may not be beasted alone.

He that has once passed, cannot be admitted to play; and he that has asked leave, cannot refuse to play, unless any one should offer to play without calling.

He

He that has four kings, may call a queen to one of his kings, except that which is trumps. He that has one or more kings, may call one of thoſe kings; but in that caſe, he muſt make ſix tricks alone, and conſequently, he wins or loſes alone.

The king of that ſuit in which he plays cannot be called.

No one ſhould play out of his turn; altho' he is not beaſted for ſo doing.

If he who is not the eldeſt hand has the king called, and plays ſpadill, manill, or baſto, or even the king called, in order to ſhew that he is the friend, having other kings that he fears the ombre ſhould trump, he is not to be allowed to go for the vole; he is even beaſted, if it appears to be done with that intent.

It is not permitted to ſhew a hand, though codill may already be won; that it may be ſeen whether the ombre is beaſted alone.

If the ombre or his friend ſhews their cards before they have made ſix tricks, thinking that they have made them, and there appears a poſſibility of preventing their making them, the other players can oblige them to play their cards as they think proper.

A player need only name his ſuit, when he plays, without calling a king.

He who plays without calling, muſt make ſix tricks alone to win; for all the other players are united againſt him, and they are to do what they can to prevent his winning.

He who plays without calling, is admitted to

play in preference to him who would play with calling; however, if he that has aſked leave, will play without calling, he has the preference of the other who would force him. Theſe are the two methods of play without calling, that are called forced.

As he who plays without calling does not divide the winnings with any perſon, he conſequently, when he loſes, pays all by himſelf; if he loſes by remiſe, he is beaſted, and pays each of the other players the conſolation, the ſans appeller, *(which is commonly, but improperly, called, the ſans prendre)* and the matadores, if there are any; if he loſes codill, he is likewiſe beaſted, and pays to each player, what he would have received from each if he had won. They who win codill divide what there is; and if there are any counters remaining, they belong to him of the three who ſhall have ſpadill or the higheſt trump the next deal. It is the ſame with regard to him who calls one of his own kings, he wins alone, or loſes alone, as in the other caſe except the ſans appeller, which he does not pay if he loſes, or receive if he wins, altho' he plays alone.

If he plays ſans appeller, though he may have a ſure game, he is obliged to name his ſuit, which if he neglects to do, and ſhews his cards, and ſays, I play ſans appeller; in that caſe either of the other players can oblige him to play in what ſuit he pleaſes, although he ſhould not have one trump in that ſuit.

He

He who has aſked leave, is not permitted to play ſans appeller, unleſs he is forced; in which caſe, as was ſaid before, he has the preference of the other that forces him.

A player is not obliged to trump when he has none of the ſuit led, nor play a higher card in that ſuit if he has it, being at his option, although he is the laſt player, and the trick ſhould belong to the ombre; but he is obliged to play in the ſuit led if he can, otherwiſe he renounces.

If he ſeparates a card from his g me, and ſhews it, he is obliged to play it, if by n t doing it the game may be prejudiced, or if it can give any intelligence to his friend; but eſpecially if it ſhould be a matadore---He that plays ſans appeller, or by calling himſelf, is not ſubject to this law.

He may turn the tricks made by the other players, and count what has been played, as often as it is his turn to play, but not otherwiſe.

If inſtead of turning a player's tricks, he turns and ſees his game, or ſhews it to the other players, he is beaſted, together with him whoſe cards he turned; and each of them muſt pay one half of the beaſt.

If any one renounces, he is beaſted as often as he has renounced and it is detected.

A renounce is not made till the trick is turned.

If the renounce is diſcovered before the deal is finiſhed, and has been detrimental to the game, the cards muſt be taken up again, and the game replayed from that trick where the renounce

nounce was made; but if the cards are all played, the beaſt is ſtill made, and the cards muſt not be replayed; except there ſhould be ſeveral renounces in the ſame deal: then they are to be played again, unleſs the cards ſhould be mixed.

If ſeveral beaſts are made in the ſame deal, they all go together; unleſs it is otherwiſe agreed at the beginning of the party; and when there are ſeveral beaſts, the greateſt always goes firſt.

CHAP.

CHAP. III.

Of making the Vole, and the manner of marking and playing the game.

TO make the vole, is to win all the tricks, when the player plays ſans prendre: or with the aſſiſtance of the king he calls.

The vole is paid according as it is agreed, and only takes up what is upon the game; having nothing to do with the beaſts, which do not go.

The vole is undertaken when playing either with or without calling, after having won the firſt ſix tricks, he muſt play down a card, and declare what he intends. If he loſes the vole, he muſt pay what he would have received if he had won it.

* It is not permitted to ſee the friend's hand, as it is at Ombre, although the vole is undertaken.

The vole cannot be undertaken, if the king called has not been played.

If he plays forced ſpadill, he cannot pretend to the vole.

* He who undertakes playing the vole, and does not ſucceed, has a right to the ſtakes, ſans prendre, and matadores if he has them, having won the game.

A pro-

A profound ſilence ſhould be obſerved, and nothing done that might in the leaſt induce the friend to undertake the Vole or not; but wait till he who is to undertake it, either plays a card or throws down his game.

Theſe matters will be found more fully explained in the table of laws, at the end of this tre tiſe.

How to mark and pay the game.

The dealer marks the game, by placing a fiſh before him. Each of the players put down a counter every deal, which are paid to them that win, with the conſolation, and theſe counters are added to the beaſts that are made.

When there is a beaſt, it goes with the ſtake, and the game that each player pays; nevertheleſs, he that deals, puts down a fiſh before him; and the firſt beaſt being fourteen, as uſual, the ſecond muſt be forty-two, and the third, fifty-ſix; fourteen points is the number by which the game is augmented; that is ten for the fiſh, which is put down by every dealer, and four for each player's counter; unleſs the game is doubled, as it is when the firſt beaſt is made, and drawn by remiſe; the firſt being fourteen, and the ſecond forty-two

When the deal in which the firſt beaſt is made, is drawn by codill, the ſecond beaſt is only twenty-eight, for the fourteen which codill has drawn is not to be included.

As the game is a counter for every player each deal, for as many remiſes there muſt be ſo many

many counters, which are paid by thoſe who loſe; either to them that win, or to thoſe by whom they have loſt codill. When it is only a remiſe, the game is not touched, and they pay only the conſolation, the matadores, and the ſans prendre, if it is one.

The conſolation is two counters, which are paid to him or them that ſtand the game, if they win, or is paid by them if they loſe, whether it is by remiſe or codill---the matadores are alſo a counter each.

For each trump that follow the matadores without interruption, a counter is paid, in both winning and loſing the ſame, as for a matadore.

The ſans prendre is generally paid the half of what is fixed for the vole, that is, five counters, which thoſe that loſe, pay to them that win; or he that loſes, to them by whom he loſes, whether by remiſe or codill.

The ſans prendre, and the matadores, are to be demanded before the cards are cut for the next d al; or otherwiſe they are loſt; except in this caſe, if he who plays ſans prendre, either with or without matadores, has not received from either of the players for his game, although the cards are cut, he has a right to demand with the game the ſans prendre and the matadores, if he has them.

The beaſt, the game and the conſolation, are not confined to time, but may be demanded ſeveral deals after; but no miſtake made in counting the beaſts can be recalled after the

dead

the deal is finiſhed, for example, if for a beaſt that ſhould be fifty-ſix, there is counted only forty-two, and he who wins it claims no more, it cannot be rectified after the following deal is played, on account of the embarraſſment that it would occaſion.

They who win codill, receive what they would have paid if they had loſt it, and the winners of codill, divide what is upon the game between them.

A fiſh equal in value to ten counters, pays the vole, either to them that win it, or by them that have undertaken it and do not ſucceed, and it is paid double to him or by him who wins or loſes it, when he plays ſans appeller. The matadores, the ſans prendre, and the reſt of the game, is paid as uſual.

It is common to play the laſt tour double, unleſs it is agreed to the contrary: by playing double, is to put down double, and to pay double for the game, the conſolation, the matadores, the ſans prendre, and the vole.

It is alſo cuſtomary for each player to pay a fiſh towards the expence of the cards.

CHAP.

CHAP. IV.

The Game of QUADRILLE, *with the* MEDIATEUR, *and the* FAVOURITE SUIT. *Also with the* MEDIATEUR, *and without the* FAVOURITE SUIT.

A Great advantage accrues from being eldeſt hand at quadrille, which often renders it very diſagreeable to the reſt of the players, being obliged to paſs with a good hand, unleſs they chuſe to play alone; and when it happens, that the eldeſt hand having aſked leave, the ſecond player, has three matadores, ſeveral trumps in black, and all ſmall cards, he cannot then even play alone, and having no chance of being called, he muſt paſs with this good hand. On account of which, this method has been thought expedient to remedy this defect of the game; each player having an opportunity of availing himſelf of the goodneſs of his game, by adding to the uſual method of playing the game, that of the mediateur, and the favourite ſuit.

The firſt thing to be obſerved, is that of drawing for places, which is done in this manner: One of the players takes four cards; a king, a queen, a knave, and an ace; each player draws one of theſe cards; and commonly, he

he who comes in laſt, draws firſt. The perſon who draws the king, ſits where he pleaſes, the queen at his right hand, the knave next the queen, and the ace on the left of the king. The king draws the favourite ſuit. The number of cards and perſons is the ſame at this game as the other, and is played in the ſame manner.

The favourite ſuit is determined, by drawing a card out of the pack, and is of the ſame ſuit during the whole party of the card ſo drawn.

A king is the mediateur, which is demanded of the others by one of the players, who has a hand he expects to make five tricks of; and through the aſſiſtance of this king he can play alone and make ſix tricks.

In return for the king received, he gives what card he thinks proper, with a fiſh; but muſt give two fiſh, if it is in the favourite ſuit. He who aſks by calling in the favourite ſuit, has the preference to him who aſks by calling in any other; he who aſks with the mediateur, has the preference to him who aſks by calling in the favourite ſuit, and by playing alone, is obliged to make ſix tricks to win. He who aſks with the mediateur in the favourite ſuit, has the preference to him who aſks with the mediateur in any other ſuit, and is obliged to play alone, and to make ſix tricks.

If ſans prendre is played in any other ſuit than the favourite, he who plays it, has the pre-

ference

ference to him who aſks only, or with the mediateur, or even he who plays in the favourite ſuit with the mediateur; and the ſans prendre in the favourite ſuit has the preference to all other players whatever.

The only difference between this method of playing the game and the other, is, that when one of the players demands the mediateur, he is obliged to play alone, and to make ſix tricks, as if he played ſans prendre. In this caſe, he ſhould judge from the ſtrength of his hand, whether the aid of the king, will enable him to play alone or not.

With the mediateur, and without the favourite ſuit, it is played in this manner. The game is marked and played the ſame as in common, except that a fiſh extraordinary is given to him who plays the mediateur, and to him who plays ſans prendre; that is, he who wins the mediateur, receives thirteen counters from each; and if he loſes by remiſe, he pays twelve to each; and thirteen if by codill. The winner of ſans prendre, receives ſeventeen counters from each; and if by remiſe he loſes, he pays ſixteen to each, and ſeventeen, if by codill.

The vole with the mediateur receives one fiſh only, as at common quadrille. The beaſts are alſo the ſame as the common game.

The

The laſt game is generally played double, and is called paulans; but for thoſe who chuſe to play a higher game, they may play the double colour, which is called the Turk, and is double of the favourite ſuit. There is alſo a higher game than this, called the Auóde, which is, paying whatever is agreed to him who happens to hold the two aces in his hand.

CHAP.

CHAP. IV.

Of SOLITAIRE QUADRILLE; *and of the* MEDIATEUR SOLITAIRE, *by* THREE.

SOLITAIRE QUADRILLE, is ſo called, becauſe it is played alone without calling. The four players are obliged to paſs, if neither of them has a ſans prendre game, or is ſtrong enough to demand a mediateur, not having recourſe to ſpadill, as uſual; but the two fiſh are left on the board, and he who deals next, puts down two more, and ſo on, till ſans prendre is played, or with a mediateur, &c. The beaſt augments by twenty-eight counters above what is on the board; and by fifty-ſix, on the double poullans.

The Mediateur Solitaire by three, is ſo played for want of a fourth perſon, and is not the leſs entertaining. The cards are leſs in number; nine of diamonds and the ſix of hearts being taken out. There being the king of diamonds left in the pack, he who can play by demanding a mediateur, may aſk the king of diamonds, which will anſwer the ſame purpoſe as when played by four. If one of the players has the two black aces, with the kings, he can play in diamonds, and conſequently have all the matadores, which are to be paid him, as at the mediateur by four.

The marking at this game, is the ſame as that of the mediateur, the dealer putting down two fiſh before him; it is played without calling, and no recourſe can be had to ſpadill. If any one has not a hand to demand mediateur, or play ſans prendre, he muſt paſs; and then the dealer puts down two fiſh before him, going on till one of the three plays.

The beaſts are marked the ſame as thoſe at the common mediateur by four, with this difference only, that when a beaſt is made by remiſe, it is augmented as many counters as there have been paſſes at the game.

CHAP.

CHAP. V.

Games in Red, to be played, by calling a King.

WITH Spadill, three, four, five, and six of diamonds or hearts, the king of clubs and another, and the queen of spades and two small ones; at all events, whether elder hand or not, as soon as the player gets the lead, he should play a small trump, and then when he gets the lead again, he should play spadill.

With spadill, king, queen, knave, and one small diamond or heart, having the queen, knave, one small club, and two small spades; the king of trumps should be led.

With spadill, manill, two small diamonds or hearts, the queen of clubs, and one small one, with four small cards of the other suit; a small trump should be led.

With manill, basto, ponto, two small diamonds or hearts, three small clubs, and the knave of spades with another, manill should be led.

With manill, basto, king, and two small diamonds or hearts, with queen and one small club, and three small spades; manill, in this case, should be led.

With manill, basto, queen, and two small diamonds or hearts, with queen, and two

 small

ſmall clubs, knave, and one ſpade; manill ſhould be led.

Games in Black, to be played, calling a king.

With manill, king, queen, and two ſmall ſpades or clubs, king and one ſmall heart, queen, knave, and one ſmall diamond; manill ſhould be led.

With manill, king, knave, and two ſmall ſpades or clubs, king and one ſmall heart, queen and two ſmall diamonds; manill ſhould be led.

With baſto, king, queen, and two ſmall ſpades or clubs, queen and two ſmall hearts, king, and one ſmall diamond; baſto ſhould be led.

With baſto, king, knave, and two ſmall ſpades or clubs, king and queen of hearts, queen and two ſmall diamonds; a ſmall trump ſhould be played.

With king, queen, knave, and two ſmall ſpades or clubs, king and queen of hearts, knave and two ſmall diamonds; the king of trumps ſhould be led.

With king, queen, ſeven, ſix, and five of ſpades or clubs, king and queen of hearts, queen, knave, and one ſmall diamond; the king of trumps ſhould be led.

There are an infinity of other hands of cards that may be played, which would be impoſſible

to ſet down here; the abovementioned are mean only as examples, and are ſome of the beſt that can be played.

Sans prendre Games that may be played in Red.

With ſpadill, manill, ponto, king, two and four, and a king; if eldeſt hand, trumps ſhould be played three times, by ſpadill, manill, and ponto, in order to draw out the trumps, that he might not be over-trumped, or loſe his king.

Sans prendre may alſo be played, with ſpadill, manill, baſto, knave, four and five; that is, three matadores, ſix trumps, and a knave and queen of the ſame ſuit.—(It is ſaid of the ſame ſuit, becauſe that is as good as a king).---Suppoſe the player alſo to have two ſmall cards, either of the ſame or of different ſuits; if they are of different ſuits, and after the king of one of them has been played, the ſame ſuit is returned, of which he has none, he ſhould throw away that fauſe, which will make him a renounce; after which, if it ſhould be played a third time, he ſhould trump with a matadore, and play trumps about three times, which will bring out all the trumps; and then, if the ſuit is not played, of which he has queen and knave, he muſt trump and play one of the two, reſerving a trump to

 bring

bring him in again, and then he may play that of the two remaining to make the sixth trick.

He may likewise play manill, basto, ponto, king, two and three, and a king; that is, four false matadores, six trumps and a king: (they are called false matadores, when spadill is wanted) on the return he then should trump with a false matadore, in order to be over-trumped; and then trump about.

Also, manill, ponto, king, queen, two, four, and five with a king, may be played.

At the game of quadrille, especially the sans prendre, he should trump about as much as possible; taking care however, not to do it when it is entirely against his game: for if all the trumps should be in one hand, the manner of playing depends upon the strength of his game, and must be judged accordingly.

Games that may be played in Black, sans prendre.

There being a trump less in black than in red, a smaller game may be played, such as the following ones.

Manill, basto, queen, knave, six and five, a king, and a queen guarded---likewise spadill, manill, king, seven, five, and four, with a king, or a queen and knave of the same suit---also, manill, king, queen, knave, six, five, three, and a king---and likewise, spadill, manill, basto, queen, seven, and a king.

It

It is to be observed, that on the returns, it is not prudent to trump with small cards, unless there be an absolute necessity of doing it from the situation of the game.

Numberless other games may be played sans prendre, in both colours; but the grand object to be kept in view, is making six tricks against the united force of the three adversaries.

Of the Roi rendu, or, king surrendered.

This method of playing quadrille differs from the usual one in the following particulars. He who has the king called, may give it up to him who called it, who must give him a card from his hand in exchange, which the other players have a right to see. But he who having the king called, and a good hand, and gives it up in order to make the ombre lose, is beasted, without the ombre's being exempt from making it also, if he does not win the game; the king called should have three sure tricks to do this.

Six tricks, by him alone, are obliged to be made, to whom the king is given up, against all the rest of the players; and as he does not divide with any one when he wins, so he pays all by himself when he loses.

The king cannot be given up to him that plays forced spadill, as at common quadrille; which is the same as this in every other respect.

This game is played in ſome places, by rendering the king by obligation; that is, he who plays, always plays alone; and the laſt player if all the others have paſſed, by calling a king, which is given up to him, or ſpadill, is obliged to play; but this is according to what is agreed.

It is proper we ſhould mention another game that is played, and is called troiſdrille, it being played by three perſons only: but nevertheleſs, is ſubject to the laws of quadrille, in all reſpects whatever.

CHAP. VI.

The LAWS of the GAME of QUADRILLE.

I.

THE cards muſt be dealt by fours and threes, and no otherwiſe, beginning with either one or the other; and if a card happens to be faced in dealing, they muſt be dealt again, except it is the laſt card.

II.

If there ſhould be too many or too few cards in the pack, a new deal is required.

III.

If there are two cards of the ſame ſort, and it is perceived before the deal is finiſhed, it becomes void; but if all the cards are played, it ſtands good, as well as any preceding ones.

IV.

He who deals wrong, is not beaſted, but muſt deal again.

V.

If he who plays either ſans prendre, or by calling, names another ſuit than that in which his game is, or if he names two ſuits, that which he firſt named muſt be trumps, and he cannot recalli t.

VI.

The player muſt name the ſuit he plays in, by its proper name; as well as the king he calls.

VII.

He who has aſked leave is obliged to play.

VIII.

He who has paſſed, muſt not be admitted to play, unleſs he plays forced ſpadill.

IX.

He who has aſked leave, cannot play ſans prendre, unleſs he is forced to it.

X.

He who has aſked leave, is admitted to play ſans prendre, in preference to the player that forces him.

XI. He

XI.

He who has four kings, may call the queen to one of his kings; but cannot call the queen of the ſuit that is trumps.

XII.

He who has one or more kings, may call one of them, and in that caſe is obliged to make ſix tricks alone in order to win; if he wins, he he has all the winnings to himſelf; conſequently if he loſes, he pays all by himſelf.

XIII.

It is not allowed to encourage the friend to play.

XIV.

No one ſhould play out of his turn, altho' he is not beaſted for ſo doing.

XV.

He who not being eldeſt hand, and having the king called, ſhall trump out with ſpadil, manill, or baſto; or ſhall even play the king called, in order to ſhew that he is the friend; ſhall not be allowed to go for the vole---he ſhall even be beaſted, if it appears that he did it with a bad intention.

XVI.

He who has ſeparated a card from his hand, and has ſhewn it, is obliged to play it, if the game may be prejudiced by not ſo doing; or if it can give any information to his friend, eſpecially if it ſhould be a matadore. He who plays ſans prendre is not ſubject to this law; nor he who, calling himſelf, plays alone.

XVII.

He who has none of the ſuit led, is not obliged to trump, nor to play a higher card in that ſuit, if he ſhould have it.

XVIII.

It is not allowed to turn the tricks of the other players, in order to ſee what has been played.

XIX.

Neither is it permitted to turn the tricks, or count aloud what has been played; but when you are to play, each player muſt count his own game.

XX.

If any one turns and ſees the game of one of the players, under pretence of turning the tricks, he is beaſted, together with him whoſe cards he has turned, each paying one half of the beaſt.

XXI.

He who renounces is beaſted as often as he is culpable, if it is diſcovered in the play; but if the deal is over, and the cards are mixed, he makes but one beaſt, though there ſhould have been ſeveral renounces.

XXII.

A renounce is ſo deemed, when the trick is turned; or he who renounced muſt have played a card for the next trick; otherwiſe there is no penalty, and he may take it up again.

XXIII.

If the renounce is prejudicial to the game, and the deal is not finiſhed, the cards may be taken up, and played over again, from the trick where the renounce was made; but if the deal is finiſhed, they cannot be played over again.

XXIV.

He who having aſked what is trumps, and ſhall trump in that ſuit which is named, although it is not trumps, is not beaſted.

XXV.

He who trumps in a ſuit that is not trumps, without having aſked what is trumps, and has turned his trick, is beaſted.

XXVI.

He who ſhews his hand before the game is won, is beaſted, unleſs he plays ſans prendre, or alone.

XXVII.

Several beaſts made in the ſame deal, go together, unleſs it is otherwiſe agreed.

XXVIII.

The greateſt beaſt always goes firſt.

XXIX.

An inferior trump cannot force the three matadores.

XXX.

The ſuperior matadore can force the inferior, when it is played by the firſt player.

XXXI.

The ſuperior matadore cannot force the inferior, if it is played on any inferior trump that was firſt led.

XXXII.

The matadores, and the ſans prendre, cannot be demanded after the cards are cut for the next deal, unleſs by deſign the cards are ſhuffled and cut ſo haſtily, that there was not time to demand them---in which caſe, if there is nothing received for the game and the conſolation, by any of the players, the player has a right to demand the ſans prendre, and the matadores, with the game that is due to him; but if it is himſelf that has cut or dealt the cards, he cannot recover them.

XXXIII.

He who plays ſans prendre with the matadores, and demands one, without demanding the other, cannot inſiſt upon more than what he demanded.

XXXIV.

He who demands the matadores which he has not, inſtead of demanding the ſans prendre; or he who demands the ſans prendre inſtead of the matadores, cannot inſiſt on being paid what

what othewiſe would be really his due; for this game muſt be explained preciſely. He who plays with calling, is not included in this diſtinction.

XXXV.

If one of the two players has been paid the matadores, the other has a right to be paid them, though he has not demanded them.

XXXVI.

The matadores are not paid but when, together or ſeparately, they are in the hands of thoſe who ſtand the game.

XXXVII.

He who plays ſans prendre, is obliged to name his ſuit, altho' he has a ſure game.

XXXVIII.

The game, the ſtakes, the conſolation, and the beaſts, are not confined; they may be demanded after ſeveral deals.

XXXIX.

No miſtakes that have been made in counting the beaſts can be recalled after the next deal to that which they were drawn in.

XL.

He, or they, who ſtand the game, and win every trick, are paid what is agreed on for the vole.

XLI.

The vole cannot draw the beaſts which do not go upon the game.

XLII.

He who cannot make the vole when he has undertaken it, pays what he would have received, if he had won it.

XLIII.

The vole is undertaken, after making the firſt ſix tricks, whether the game is played alone or by calling a king, when a card muſt be played for the ſeventh trick.

XLIV.

When once the vole is undertaken, it cannot be declined.

XLV.

He who ſpeaks in the play to encourage his friend, cannot pretend to the vole.

XLVI.

He who ſays any thing to make him decline it, is beaſted.

XLVII.

No one is to inform his friend who is to play, that he has ſix tricks.

XLVIII.

They who defend the pool, cannot communicate their game to each other, though the vole is undertaken; both ſhould be ſilent in reſpect to the game.

XLIX.

He who has been forced to play with ſpadill, cannot pretend to the vole.

L.

The vole cannot be undertaken before the king called has been ſeen.

LI.

If the king called has not appeared, the game may be played on to the laſt card, without incurring the penalty for miſſing the vole.

LII. They

LII.

They who make the vole, without having ſhewn the king, ſhall not be paid for it, altho' the queen has been played, and has won a trick; as it may happen, that he who has the king, has won by miſtake, or being willing to make the impaſſe *, the queen not denoting the king.

LIII.

They who having undertaken the vole and do not make it, win, nevertheleſs, the game, the ſtake and the beaſts, if there ſhould be any that go on the game, and muſt be paid the game, the conſolation and the matadores, if they ſhould have them, as well as the ſans prendre.

LIV.

They who admit the contre at quadrille, give it the preference in play, to him who, being eldeſt hand, offers to play ſans prendre.

LV.

He who plays ſans prendre, goes for the vole, and loſes it, muſt pay to each one what is due for the vole; and muſt not be paid either the ſans prendre, or the matadores, if he ſhould have them, or even the conſolation, or the

* See the dictionary.

game;

game; nor muſt he draw the ſtake; but unleſs he loſes the game, he is not beaſted; if he loſes the game, he muſt pay, beſides the vole, to every player what is due on the game, and is beaſted what is on it.

LVI.

He who ſtands the game, and does not make three tricks, or four, as is agreed, is beaſted alone, and pays alone all that is to be paid. If he makes no trick, he muſt pay, beſides, to his two adverſaries what is due for the vole, but not to his friend, becauſe that advantage may induce the friend to play againſt him, inſtead of ſupporting him when the game is deſperate.

LVII.

When the roi rendu is played, he that receives him, is obliged to make ſix tricks alone to win; and pays and receives accordingly.

LVIII.

If any player refuſes to finiſh the party he has begun, he muſt pay all that is loſt upon the game and the cards.

CHAP.

CHAP. VII.

A dictionary of the technicals made uſe of at the game of quadrille.

TO ASK LEAVE, is to play, by calling a king.

BASTO, is the ace of clubs, which is always the third trump.

BEAST, is a penalty which conſiſts in paying as many counters as there are down; and is incurred either by renouncing, or by ſome other fault; alſo, by not winning when the player ſtands the game.

CHEVILLE, is to be between the eldeſt hand and the dealer, which is called, *to be in cheville.*

CODILL, is when thoſe who defend the pool, make more tricks than they who ſtand the game; which is called, *winning the codill.*

CONSOLATION, is a claim in the game, always paid by thoſe who loſe, to the winners; whether by codill, or remiſe.

DEVOLE, is when he who ſtands the game makes no trick.

DOUBLE, is to play for double ſtakes, in reſpect to the game, the conſolation, the ſans prendre, the matadores and the devole.

FORCE.

FORCE. The ombre is ſaid to be forced, when a ſtrong trump is played for the adverſary to over-trump; he is likewiſe ſaid to be forced, when he aſks leave, and one of the other players obliges him to play ſans prendre, or paſs, by offering to play ſans prendre.

FRIEND, is the player who has the king called.

INPASSE, *to make the inpaſſe*, is, when being in cheville, the knave of a ſuit is played of which the player has the king.

MANILL, is, in black the deuce of ſpades or clubs; in red, the ſeven of hearts or diamonds, according to the ſuit played in, and is always the ſecond trump.

MARK, the game is marked by the fiſh, which they who deal put down.

MATADORES, there are three matadores, viz. ſpadill, manill, and baſto, which are the three firſt trumps; but their number is encreaſed according to the number of trumps that are joined to them without interruption; and when ſpadill is wanting to make up the number compleat, they are called falſe matadores.

MILLE, is a mark of ivory, which is ſometimes uſed, and ſtands for ten fiſh.

OMBRE, is the name given to him who ſtands the game, by calling or playing ſans appeller.

PARTY, is the duration of the game, according to the number of tours that are agreed to be played.

PASS,

PASS, is the term ufed when the player has not a hand to play; he then fays, *pafs.*

PONTO, is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps; and is then the fourth trump.

POOL, the pool confifts of the fifhes, which are ftaked for the deals; or the counters put down by the players; or the beafts that go on the game. *To defend the pool,* is to be againft him who ftands the game. Pool, likewife fignifies a certain number of counters, fupernumerary to the cards, when the tours are finifhed, and the play is continued afterwards.

PRISE, is the number of fifh or counters that are given to each player at the beginning of the party.

REGLE, is the order that is obferved at the game, which is called *being in regle,* when the ombre trumps the return of the king called.

REMISE, is, when they who ftand the game, do not make more tricks than they who defend the pool; and they then lofe by remife.

RENOUNCE, is, not to follow the fuit led, when at the fame time the player has a card or cards of that fuit; it is alfo called a renounce, when not having any of the fuit led, he wins with a card that is the only one he has in the fuit which he plays in.

REPRISE, is the fame as party.

REPORTE, is the fame as remife.

ROY RENDU, is, the king given up or ſurrendered; and when this is the caſe, the perſon to whom the king is given up, muſt win the game alone.

SPADILL, is the ace of ſpades, which is always the firſt trump.

FORCED SPADILL, is, when he who has it is obliged to play; all the other players having paſſed.

SANS APPELLER, is, without calling; and is when the player plays without calling a king.

SANS PRENDRE, this term is uſed at this game, tho' improperly, and ſignifies, the ſame as ſans appeller.

FORCED SANS PRENDRE, is, when having aſked leave, one of the players offers to play ſans prendre, in which caſe, he who aſked leave is obliged to play ſans prendre, or to paſs.

TENACE, is to wait with two trumps, which muſt inevitably make, when he who has two others is obliged to lead; for example, the two black aces, with regard to manill and ponto.

TOURS, are the counters, which they who win by ſtanding the game, put down to mark the number of coups played; by which the length of the party is determined.

END OF QUADRILLE.

A SHORT

TREATISE

ON THE GAME of

PIQUET.

CHAP. I.

The manner of playing the Game of Piquet.

THIS game is played by two perſons only, and with thirty-two cards, viz. the ace, king, queen, knave, ten, nine, eight, and ſeven of each ſuit; and theſe cards keep the ſame rank in which they are here placed; the ace being above the king, the king the queen, the queen the knave, &c. And in telling the game, the ace reckons eleven, the king, queen and knave, ten each; and the ſmall cards, each according to the number of its pips, as ten, nine, eight or ſeven.

As ſoon as it is agreed what to play for, and how many points conſtitute the game, the players muſt then cut for the deal, and he that cuts the loweſt piquet card deals firſt; in order to which he ſhuffles the cards, and preſents them to the elder-hand, who, if he pleaſes,

may

may ſhuffle them likewiſe, in which caſe the dealer has a right to ſhuffle them a ſecond time, after which they are cut by the elder hand. But if he cuts only one, or drops a card in cutting, the dealer has a right to ſhuffle them again.

The cards are to be dealt by two and two, and no other way; the players are to have twelve cards dealt them, and there will then remain eight cards, which are called the *talon* or *ſtock*, and are to be placed on the board, directly between the two players.

In order to give a general idea of the game, as we have propoſed, it is neceſſary to obſerve here, that if the elder or younger hand has thirteen cards dealt him, it is at the option of the elder hand either to play the cards, or to have a new deal; and if he chuſes to ſtand the game, he is to lay out one more than he takes in, ſo that there may be three cards left to the dealer. If the younger hand has thirteen cards, he muſt in like manner lay out one more than he takes in; and if either party has fourteen cards dealt him, there muſt be a new deal.

If there ſhould be a faced card in the ſtock, it does not hinder the deal from being played, provided, it is not the firſt card of the ſtock, or the firſt of thoſe three that belong to the dealer; for then, the card being ſeen by both parties, there muſt neceſſarily be a new deal: becauſe if it was left to the option of the player to whom the card belongs, he would have the advantage either to play if he liked his hand, or to refuſe

if

if he did not, which would be unjuſt, as the cards being faced is not the fault of either party. But in caſe of either of the players turning or ſeeing one or more of his adverſary's cards, the offender is only obliged to lead in ſuch ſuit as his adverſary ſhall think proper, and that, as often as he has ſeen cards. *See the law in this caſe.*

We ſhall now explain what are called the *hazards*; of which there are three, the repique, the pique, and the capot. The repique is made when either of the players reckons thirty in his hand, before his adverſary can count one, in which caſe, inſtead of thirty, he reckons ninety.

The pique is when the elder hand makes out thirty by the cards he has in his hand, and by the cards that he plays before the adverſary makes one; in that caſe, the elder ſcores ſixty, and as many more as he reckons additional points in play.

The capot is, when either of the players wins every trick, for which he ſcores forty; whereas ten points are taken for winning the majority of tricks only.

It is a miſtake of thoſe players who think, that all the three hazards cannot be made at the ſame time; for all judges agree, that the capot may be joined to the pique or repique; and which indeed frequently happens. For example, let us ſuppoſe that the elder hand has the four tierce-majors, which are allowed to be good---he enters then with four for his point, and twelve for the four tierce-majors, which make ſixteen; and fourteen for the quatorze

 of

of aces, make ninety ; and twenty-eight for the quatorze kings and queens, make an hundred and eighteen, and thirteen he tells in play, make an hundred and ſixty-one ; which, added to the forty for the capot, make two hundred and one. This chance is ſo extraordinary, that perhaps it may never happen : however, in caſe it did happen, it is but juſt that it ſhould be allowed.

In order to make the pique, that is to reckon ſixty inſtead of thirty, he that makes it, muſt be elder-hand ; for if he was the dealer, the elder would play a card and count one ; and in that caſe, if the dealer was to count twenty-nine in hand, and won the card that the elder played, he would ſtill count but thirty, unleſs the elder ſhould play a card that does not count, as a nine, eight or ſeven ; then indeed, after the dealer has won the trick, he may go on to thirty, reckon ſixty, and make the pique.

We muſt here obſerve, that the carte blanche, which is good for ten points, counts firſt, eſpecially, when the two players are near the concluſion of the game ; after which follow the point and ſequence ; and then, the points which are told in play ; and laſtly, the ten points for the cards, or forty for the capot.

CHAP.

CHAP. II.

Of the CARTE BLANCHE, *and of the manner of difcarding.*

AFTER the player has examined his twelve cards, he fhould, the better to underftanding his game, range the different fuits: that is, to place the hearts with the hearts, the fpades with the fpades, the clubs with the clubs, and the diamonds with the diamonds.

He is then to obferve whether he has a carte blanche, that is, if he has no figured cards in his hand; fuch as kings, queens, and knaves. If either of the players finds that he has a carte blanche, after the adverfary has difcarded, he muft fhow it down on the table, and tell them one after the other, to fhow that he has twelve cards; which, as was faid before, reckons for ten, and takes place before the point itfelf, and ferves towards making the pique and repique, or prevents them from being made.

When the players have examined their hands, and whether either of them has carte blanche, or not, the elder hand muft make his difcard; that is, he picks out five cards from his hand that he thinks of the leaft value, and lays them on one fide, in order to take in as many from the eight cards, called the *talon* or *ftock*.

He muſt not take more than five, but as many leſs as he pleaſes, except one, which he is obliged to take; he has a right to ſee thoſe cards that he might have taken, and, whether he has left the dealer any cards or not, the dealer is likewiſe at liberty to leave as many of them as he pleaſes, except one, which he is alſo obliged to take; if the dealer leaves any cards, he has a right to ſee them; and if he looks at them, the elder hand may do the ſame, firſt naming the ſuit he intends to lead; if the dealer ſhould leave any cards, and mix them with his diſcard, the elder-hand has a right to ſee the whole; firſt naming the ſuit he leads, as in the other caſe; and if he ſhould either by deſign or accident, lead another ſuit than that which he named, he is obliged to lead in what ſuit the dealer pleaſes.

These rules being intended more for beginners than for experienced players, it will be neceſſary, *en paſſant*, to point out the principal ends that ſhould be kept in view in making the diſcard.

The two firſt ends propoſed in diſcarding by good players, are, to get the point and the cards; to do which, it is a general rule, to keep that ſuit for point, of which they have the moſt; or at leaſt, in which they are ſtrongeſt: it is however, ſometimes better to carry forty-one of one ſuit, than forty-four of another, where there is no proſpect of making a quint; or even if there ſhould be a ſmall quint

quint with the forty-four, it may ſtill be right to prefer the forty-one, if by taking in one card only, a quint major is made, and the point and cards gained, which could not be done with the forty-four, without a very extraordinary take-in.

When the player goes for a great game, he is to diſcard differently from what he would have done if he went for a common game only; for in the former caſe, he depends entirely upon the taking-in, whereas in the latter, he carries ſuch cards, as with a common take-in, he is able to make good his ſcore; that is, twenty-ſeven points for the elder hand, and thirteen points for the dealer. In diſcarding, he ſhould likewiſe endeavour to get the quatorzes, which are the four aces, the four kings, the four queens, the four knaves, and the four tens; the four aces are preferable to any of the others; having them, he can count any other inferior ones, as a quatorze of tens, tho' the adverſary ſhould have the kings, queens or knaves. By the ſame rule, if there is no quatorze, he can count three aces, kings, queens, knaves or tens, which he ſhould conſider when he diſcards, the loweſt quatorze preventing the adverſary from reckoning three aces, and ſo of the reſt. A good quatorze not only entitles him to reckon inferior ones, but alſo three tens, or any other three, excepting thoſe of nine, eight, or ſeven, altho' there ſhould be three of a ſuperior value in the adverſary's hand.

These rules are to be observed by the player, in respect to the *sequences*, that is, the *huitiemes*, *septiemes*, *sixiemes*, *quints*, *quarts* and *tierces*; and when he discards, he should consider how he might take the best chance of making them by his take-in: an explanation of these terms, with an account of their value, will be found in he next chapter.

CHAP.

CHAP. III.

Containing an explanation of the point, and of the ſequences; with ſome further remarks on the diſcard.

THE amount of ſo many cards in any one ſuit, when added together, is, what is called the point; the ace tells for eleven, the picture cards ten each, and the ſmall cards according to the number of their pips.

As ſoon as the point is reckoned by the elder hand, he calls it, mentioning the number it amounts to, and aſks if it is good; to which the adverſary replies according to his hand, if he has not ſo many, that it is good. If he has an equal number, he ſays equal; and if he exceeds the elder hand, he ſays, not good. The point then is reckoned by him who has the ſuperiority in number, counting as many for the point as he has cards, which conſtitute the whole; except for example, he has ſix cards that make only forty-four, he reckons but five, whereas, had they made fifty-five, he would have counted ſix; and ſo in reſpect to ſixty-four, and forty-four, which reckon no more than the number of their tens; the fifth point always making up the ten; thirty-five points being equal in value to forty-four, each counting four. However, in ſome

companies, they make every card reckon for one, whether the amount of the whole is more or leſs than forty-five, fifty-five, &c. If their points are both equal, neither of them reckon any thing for point. If the two players have the ſame ſequence, the ſame rule is obſerved, unleſs one of them makes his ſequence good by having a ſuperior quint, quart, tierce, &c. to what his adverſary has.

Of the huitieme, the ſeptieme, the ſixiem, the quint, the quart, and the tierce.

We ſhall begin by obſerving, that there is but one huitieme, which conſiſts of all the eight cards in the ſame ſuit, viz. the ace, king, queen, knave, ten, nine, eight, and ſeven.

There are two ſeptiemes; the ſeptieme major, compoſed of the ace, king, queen, knave, ten, nine and eight; and the ſeptieme to a king, conſiſting of king, queen, knave, ten, nine, eight and ſeven.

There are three *ſixiemes*, the firſt, called *ſixieme-major*, conſiſts of the ace, king, queen, knave, ten, and nine; the ſecond, *to a king*, is compoſed of the king, queen, knave, ten, nine, and eight; and the third, *to a queen*, conſiſts of the queen, knave, ten, nine, eight and ſeven.

There are four quints; the firſt is, the *quint-major*, and conſiſts of the ace, king, queen, knave and ten; the ſecond, *to a king*, is compoſed

posed of the king, queen, knave, ten, and nine; the third, *to a queen*, consists of the queen, knave, ten, nine and eight; and the fourth, *to a knave*, is composed of the knave, ten, nine, eight and seven.

The quarts are of five different sorts; the first, called *quart major*, cosists of the ace, king, queen, and knave; the second, called *quart to a king*, is composed of the king, queen, knave and ten; the third, *to a queen*, consists of queen, knave, ten and nine; the fourth, *to a knave*, is composed of the knave, ten, nine and eight; and the fifth, called *quart basse*, consists of ten, nine, eight and seven.

There are six sorts of tierces; the first, called *tierce major*, is composed of the ace, king and queen; the second, called *tierce to a king*, is the king, queen and knave; the third, *to a queen*, is the queen, knave and ten; the fourth, *to a knave*, is the knave, ten and nine; the fifth, *to a ten*, is the ten, nine and eight; and the sixth, which is called *tierce basse*, is composed of the nine, eight and seven.

A tierce, that is allowed good, reckons for three; a quart, for four; a quint, fifteen; a sixieme, sixteen; a septieme, seventeen; and a huitieme, eighteen; besides what they reckon for point. For example, a quart that is good, reckons four as a quart, and four for the points, which make eight; a quint, reckons five for the point, and fifteen as quint, which make twenty; and so in like manner with the rest.

 If there

If there ſhould be an equality betwixt the higheſt ſequence in each hand, and either of them ſhould have ſeveral others of equal or inferior value, neither one or the other can reckon any thing for them; the equality between the ſuperior ones having deſtroyed the validity of them all.

CHAP.

CHAP. IV.

Of the manner of calling the game, and playing the cards.

AS ſoon as each party has diſcarded and taken in, the cards muſt be ſorted, and then they muſt examine their hands, and prepare their points. The elder hand reckons his point and names it, to which the dealer makes his reply, *good*, *equal*, or, *not good*; according to the inferiority, equality, or ſuperiority of his own. The ſequences are called next by the elder hand, if he has any, and they are pronounced to be good, equal or not good, by the dealer, according to his cards, as before. If the point and ſequences ſhould be good, they muſt be ſhewn down on the table before the firſt card is played; for if either of the players forget to ſhew them in time, he is not allowed to reckon them, and the adverſary is allowed to ſhew and reckon his, altho' inferior. If both the players forget to ſhew them before their firſt cards are played, neither of them are entitled to reckon them.

The quatorzes are next to be conſidered, and if any one is good, it reckons for fourteen, and enables him who has it, to reckon three aces, kings, queens, &c. If there ſhould be no

no quatorze, three aces, kings, queens, knaves, or tens muſt be looked for; and he who has the ſuperior ones, reckons three for each.

When the elder hand has examined his cards, and finds by calling, what he has is good. He begins by counting the *carte blanche*, if he has it, which is good for ten points; then he counts his point, if it is good, which, ſuppoſing to be fifty, he throws down and reckons five; ten and five make fifteen--- After which his ſequence is counted, and if his quart is good, he ſhows it down likewiſe, and counts four---which together make nineteen; he then proceeds, and if he has a quatorze or three aces, or any other threes that are good, he adds them as before. Having finiſhed the count of his hand, he plays a card, and if it is a figure or tenth card, he reckons one for it, thoſe being the only cards that count in play; unleſs the players agree to count every card.

When the elder hand has played a card, if the dealer has the point, or any ſequence that is good, he ſhows them down, and reckons them; and if he has quatorze, or any three that is good, he reckons them likewiſe, as well as carte blanche, if he ſhould have it. Having counted all his hand, he plays in the ſame ſuit that was led by the elder hand, if he has any of it; and if he wins the trick, he leads what card and in what ſuit he pleaſes.

As the game of piquet is ſuppoſed to admit of nothing done by ſurpize, he that in playing changes

changes his ſuit, is to name the ſuit to which he changes; in caſe he does not, the adverſary, ſuppoſing that he ſtill continues to lead in the former ſuit, may take up the card that he has played, altho' he ſhould even follow ſuit.

As it is impoſſible to become a good player without practice, we ſhall only make a few general obſervations, and lay down ſome rules for playing the cards.

A player ſhould carefully obſerve what the adverſary has ſhown, and what he has called; then, by comparing his own hand with the cards he has laid out, he may nearly judge of the cards the adverſary has in his hand, and of thoſe he diſcarded. The conſequence of which is, by playing his cards accordingly, he may get the majority of tricks, for which he ſcores ten points, and is, no doubt, a conſiderable advantage at this game.

It is neceſſary here to obſerve, that there is no trump at piquet, but the beſt card of the ſuit wins the trick, the ſame as at whiſt; neither is there any penalty for not following ſuit, altho' the player has one in that ſuit led in his hand, being at liberty to take up his card and play down another.

When all the cards are played, except the laſt, he who wins it with a card that counts, reckons two, and if it is not a figured or tenth card that wins it, he reckons one for the laſt trick.

The two players then count their tricks, and he who has the moſt, ſcores ten for the cards: if they

If they are equal nothing is ſcored on either ſide.

The game is marked with counters or otherwiſe, every deal; and the cards dealt again as at firſt; the players dealing alternately till the game is finiſhed; the number moſt commonly fixed for the game being an hundred.

The game is often played with the lurch, that is to ſay, if one player gets as many points as make the game, before the other gets half that number, he is ſaid to be lurched, and pays the winner double the ſtakes played for.

CHAP. V.

Some general rules for playing the cards at Piquet.

THE firſt thing a player ſhould conſider, is, to endeavour to make his ſcore, that is, twenty-ſeven pionts elder-hand, and thirteen points younger-hand; for which reaſon, if he has ſix tricks, with any winning card in his hand, he ſhould not fail playing that card, unleſs he diſcovers in the courſe of play what his adverſary has laid out.

If he is greatly advanced in the game, as being eighty to fifty, it is his intereſt to let the adverſary gain two points for his one, as often as he can, eſpecially if he is to be elder-hand next deal; but ſuppoſing he is to be younger hand, and the game at the ſame ſtage, he ſhould not even then fear loſing two or three points to gain one; becauſe that point brings him within his ſhew.

Either the elder or younger-hand ſhould ſometimes ſink one of his points, ſuch as a tierce, three kings, queens, &c. in order to win the cards; when this is done with judgment and without heſitation, it often ſucceeds.

Again, it is good play ſometimes, for the younger hand, to ſink one card of his point, which

which his adverſary may ſuppoſe to be a guard to a king or queen, and thereby may gain ſuch an advantage in playing the cards, as to get the majority of tricks.

The younger-hand ſhould generally have his queen ſuits guarded, in order to make points, and in playing them to ſave the cards.

If the elder-hand is ſure of making the cards equal in playing them, and is more advanced in the game than his adverſary, he ſhould riſque the loſing of them; but, on the contrary, if his adverſary is many points a head of him, he ſhould riſque the loſing of the cards, in hopes of gaining them.

CHAP.

CHAP. VI.

How to lay money at the game of Piquet to the best advantage.

THE elder-hand has always five to four the beſt of the game at ſtarting, therefore, the perſon who wants to lay his money and have the dealer, he muſt take the odds.

It is about two to one that the younger-hand is not lurched by the elder hand; and that the younger-hand does not lurch the elder-hand, it is near four to one.

If a partie* at piquet is played, the odds in in favour of him who is elder-hand at ſtarting, is about twenty-three to twenty.

Suppoſe the players have one game each, he who is elder-hand, has above five to four the beſt of the partie.

Suppoſe one of the players has two games love before they cut for the deal, the odds are above four to ohe that he wins the partie.

If the elder-hand has two games love, the odds are about five to one that he wins the partie.

Suppoſe the younger-hand has two games love, the odds are about three and an half to one that he wins the partie.

* The firſt three games in five.

If

If one of the players has two games to one before they cut, the odds are above two to one in favour of the two games.

If the elder-hand has two games to one, the odds are about eleven to four in his favour.

If the younger-hand has two games to one, the odds in his favour are about nine to five.

If the elder hand has one game love, the odds are about ſeventeen to ſeven in his favour.

If the younger-hand has one game love, the odds are about two to one in his favour.

CHAP. VII.

The laws of the game of Piquet, according to the decisions of the best players.

I. IF either of the players has thirteen cards dealt him, it is at the option of the elder-hand, either to play the cards, or to have a new deal, as he ſhall think it moſt advantageous for his game; but if either of the players has fourteen cards or more, there muſt be a new deal.

II. If the elder-hand has thirteen cards, and chuſes to play them, he muſt lay out one more than he takes in; becauſe the younger-hand muſt have his three cards; if the younger-hand ſhould have thirteen, the elder muſt take in the ſame cards as if the ſtock was right; and the younger muſt lay out three and take in two. In either caſe, he who has thirteen cards, muſt acquaint the other of his intention before he takes in; for after he has ſeen the cards, the game muſt be played, under the penalty of playing with more than twelve cards, which is, to reckon nothing.

III. He who takes in more cards than he lays out, or in playing, is found to have more cards than he has a right to, reckons nothing; at the ſame time his adverſary can reckon every thing he has, altho' much inferior to what he may

may have, who has thirteen or more cards.

IV. He who plays with lefs than twelve cards, can count all that he has, as it is no fault to have too few cards; but his adverfary always counts the laft card, for which reafon, he cannot be capoted, and is an advantage over the other, who very probably may, for want of a twelfth card.

V. He who forgets at the beginning to count carte blanche, his point, or the aces, kings, queens, &c. or any fequence which he may have good in his hand, cannot reckon them afterwards.

VI. He who omits fhewing his point, fequence, &c. before he plays his firft card, which he may have better than his adverfary, cannot reckon them afterwards---in which cafe, the elder-hand whofe point, fequence, &c. or threes of any fort, which were not allowed to be good, has a right, provided he has not played his fecond card, to count his game, which he had not fhewn or called.

VII. At the end of every game the players muft cut for the deal, unlefs it is agreed to deal alternately throughout the whole partie.

VIII. No player can difcard twice; as foon as he has touched the ftock, whatever cards he has difarded, he cannot take in again.

IX. Neither of the players can fee the cards he is to take in, before he has difcarded; for which reafon, when the elder-hand leaves any of the take-in cards, he muft mention how many he leaves, or how many he takes in.

X. He

X. He who has laid out leſs cards than he has taken in from the ſtock, and perceives it before he has turned any of them, or has mixed them with his own cards, is permitted to return what he has too much, without incurring any penalty; provided however, that his adverſary has not taken in his cards, for in that caſe, he ſhall be at liberty either to play the cards, or to have a freſh deal; and if the deal is played, the card that is too much, muſt be mixed with one of the two diſcards, after being ſeen by both players.

XI. If he who deals twice together, recollects himſelf before he has ſeen any of his cards, his adverſary is obliged to deal, tho' he has ſeen his own hand.

XII. If the elder-hand calls his point, or any thing elſe he may have to reckon, and his adverſary anſwers that it is good, but upon examining his hand, finds himſelf miſtaken, he is admitted to count what he has that is good, provided that he has not played; and alſo to ſet aſide what was called by the elder, even tho' his firſt card was played.

XIII. He who might have quatorze aces, kings, queens, knaves, or tens, and has diſcarded one of them, and conſequently reckons only three aces, kings, &c. which are allowed to be good, muſt tell his adverſary preciſely which card he has laid out, as ſoon as he has played his firſt card, provided he is aſked.

XIV. If the pack ſhould be falſe, that is, if there ſhould be two tens, or any two cards of the ſame ſort, or that there ſhould be a card too many

many or too few, the deal muſt be void; but the preceding deals muſt ſtand good.

XV. If there ſhould be a faced card in dealing, there muſt be a freſh deal.

XVI. If there ſhould be a faced card in the ſtock, the deal muſt ſtand good, unleſs it is the upper card, or the firſt of thoſe three that belong to the dealer; but if there are two faced cards, there muſt be a new deal.

XVII. He who calls his game wrong, and does not correct himſelf before he plays his firſt card, counts nothing he has in his game, for if the adverſary diſcovers it at the beginning, in the middle, or at the end of the deal, he ſhall not only prevent the other from reckoning, but he ſhall reckon himſelf all that he has good in his game, which the other cannot equal.

XVIII. Any card ſeparated and which has touched the board, is deemed to be played: however, if a card is played to the adverſary's lead that is not of the ſuit he led, and the player has one of that ſuit, he may take it up, and play one of the right ſuit; for as there is no penalty for a renounce, there cannot be any for that; but if the player has none of the ſuit led, and plays a card that he did not intend, he is not permitted to take it up again, after he has once quitted it.

XIX. He who ſays, I play in ſuch a ſuit, and afterwards does not play that ſuit which he ought to play, in order to ſee the cards that the dealer has left, may be obliged by the adverſary to play in ſuch ſuit as he ſhall think proper.

XX. He who by accident, or otherwiſe, turns or ſees a card belonging to the ſtock, is

to play in what ſuit his adverſary pleaſes, as often as he has ſeen cards.

XXI. He who having left a card of the ſtock, mixes it with his diſcard, without ſhewing it to his adverſary, is obliged after he has named the ſuit that he will lead, to ſhow all his diſcard. He who leaves a card, is at liberty not to ſee or ſhew it, provided he does not mix it with his diſcard.

XXII. He who quits the partie before it is finiſhed, loſes it, unleſs ſome emergent buſineſs calls him.

XXIII. He who throws down his cards and mixes them with the ſtock, thinking he has loſt the game, tho' he ſhould find afterwards his miſtake, loſes the partie; but if his cards are not mixed, he has a right, provided the other player has not mixed his cards, to take them up again. If towards the end of the deal, a player having two or three cards left, thinks that his adverſary has better, and throws them down altogether, the adverſary then ſhews his, which though inferior, wins thoſe thrown down, the player not being allowed to take them up again.

XXIV. If the dealer diſcards, and takes in the cards belonging to the elder-hand before he has had time to make his diſcard, and mixes them with his own hand, he loſes the game or partie if they play it; but if the elder has had time to diſcard, and waits for the younger's

difcarding, thinking that the dealer is the elder, the deal muft ftand good; and the eldeft-hand, by right, muft begin the play as ufual.

XXV. If the player fhould have but one quatorze in his hand allowed to be good, he is not obliged to fay what quatorze it is, but quatorze only; but in cafe he might have had two, and has difcarded one of them, he muft name which quatorze he has.

END of the GAME of PIQUET.

A SHORT

TREATISE

ON THE GAME OF

BACKGAMMON.

CHAP. I.

Manner of playing the Game.

THIS game is played by two perſons upon a table, divided into two parts, upon which there are twenty-four black and white ſpaces, called points. Each adverſary has fifteen men, black and white, to diſtinguiſh them; and they are diſpoſed of in the following manner: ſuppoſing the game to be played into the right-hand table, two are placed upon the ace point in the adverſary's table, five upon the ſix point in the oppoſite table, three upon the cinque point in the hithermoſt table, and five on the ſix point, in the right-hand table. The grand object in this game is for each player to bring the men round into his right-hand table, by throwing with a pair of dice thoſe throws that con-

tribute towards it, and at the ſame time prevent the adverſary doing the like. The firſt beſt throw upon the dice is eſteemed aces, becauſe it ſtops the ſix-point in the outer table, and ſecures the cinque in the thrower's table, whereby the adverſary's two men upon the thrower's ace-point cannot get out with either quatre, cinque, or ſix. This throw is an advantage often given to the antagoniſt by the ſuperior player.

Directions how a player is to carry his men home.

When he carries his men home in order to loſe no point, he is to carry the moſt diſtant man to his adverſary's bar point, that being the firſt ſtage he is to place it on; the next ſtage is ſix points farther, viz. in the place where the adverſary's five men are firſt placed out of his tables. He muſt go on in this method till all his men are brought home, except two, when by loſing a point, he may often ſave the gammon, by throwing two fours or two fives.

When a hit is only played for, he ſhould endeavour to gain either his own or adverſary's cinque point, and if that fails by his being hit by the adverſary, and he finds him forwarder than himſelf, in that caſe, he muſt throw more men into the adverſary's tables, which is done in this manner: he muſt put a man upon his cinque or bar point, and if the adverſary neglects to hit it, he may then gain a forward game inſtead of a back

back game; but if the adverſary hits him, he ſhould play for a back game, and then the greater number of men which are taken up, makes his game the better, becauſe by theſe means he will preſerve his game at home; and then he ſhould endeavour to gain both his adverſary's ace and trois points, or his ace and deuce points, and take care to keep three men upon the adverſary's ace point, that in caſe he hits him from thence, that point may remain ſtill ſecure to himſelf.

A back game ſhould not be played for at the beginning of a ſet, becauſe it would be a great diſadvantage, the player running the riſk of a gammon to win a ſingle hit.

CHAP. II.

Rules for playing at setting out all the throws on the dice, when the player is to play for a gammon or for a single hit. Those for a gammon only, are marked thus †.

I. TWO aces are to be played on the cinque point, and bar point, for a gammon or for a hit.

II. Two sixes, to be played on the adversary's bar point, and on the thrower's bar point, for a gammon or for a hit.

III. † Two trois, to be played on the cinque point, and the other two on the trois point in his own tables, for a gammon only.

IV. † Two deuces, to be played on the quatre point in his own tables, and two to be brought over from the five men placed in the adversary's tables for a gammon only.

V. † Two fours, to be brought over from the five men placed in the adversary's tables, and to be put upon the cinque point in his own tables, for a gammon only.

VI. Two fives, to be brought over from the five men placed in the adversary's tables, and to be put on the trois point in his own tables, for a gammon or for a hit.

VII. Size ace, he must take his bar point for a gammon or for a hit.

VIII. Six

VIII. Size deuce, a man to be brought from the five men placed in the adverſary's tables, and to be placed in the cinque point in his own tables, for a gammon or for a hit.

IX. Six and three, a man to be brought from the adverſary's ace point, as far as he will go, for a gammon or for a hit.

X. Six and four, a man to be brought from the adverſary's ace point, as far as he will go, for a gammon or for a hit.

XI. Six and five, a man to be carried from the adverſary's ace point, as far as he can go, for a gammon or for a hit.

XII. Cinque and quatre, a man to be caried from the adverſary's ace point, as far as he can go, for a gammon or for a hit.

XIII. Cinque trois, to make the trois point in his table, for a gammon or for a hit.

XIV. Cinque deuce, to play two men from the five placed in the adverſary's tables, for a gammon or for a hit.

XV. † Cinque ace, to bring one man from the five placed in the adverſary's tables for the cinque, and to play one man down on the cinque point in his own tables for the ace, for a gammon only.

XVI. Quatre trois, two men to be brought from the five place in the adverſary's tables, for a gammon or for a hit.

XVII. Quatre deuce, to make the quatre point in his own tables, for a gammon or for a hit.

XVIII. † Quatre ace, to play a man from the five placed in the adverſary's tables for the

quatre, and for the ace, to play a man down upon the cinque point in his own tables, for a gammon only.

XIX. † Trois deuce, two men to be brought from the five placed in the adversary's tables, for a gammon only.

XX. Trois ace, to make the cinque point in his own tables, for a gammon or for a hit.

XXI. † Deuce ace, to play one man from the five men placed in the adversary's table for the deuce; and for the ace to play a man down upon the cinque point in his own tables, for a gammon only.

*Rules how to play the chances that are marked thus *, when a hit is only to be played for.*

* Two trois, two of them to be played on the cinque point in his own tables, and with the other two he is to take the quatre point in the adversary's tables.

* Two deuces, two of them are to be played on the quatre point in his own tables, and with the other two he is to take the trois point in the adversary's tables.

By playing the two foregoing cases in this manner, the player avoids being shut up in the adversary's tables, and has the chance of throwing high doublets to win the hit.

* Two fours, two of them are to take the adversary's cinque point in the adversary's tables, and for the other two, two men are to be brought from the five placed in the adversary's tables.

* Cinque

* Cinque ace, the cinque ſhould be played from the five men placed in the adverſary's tables, and the ace from the adverſary's ace point.

* Quatre ace, the quatre to be played from the five men placed in the adverſary's ace point.

* Deuce ace, the deuce to be played from the five men placed in the adverſary's tables, and the ace from the adverſary's ace point.

N. B. The three laſt chances are played in this manner, becauſe an ace being laid down in the adverſary's tables, there is a probability of throwing deuce ace, trois deuce, quatre trois, or ſize cinque, in two or three throws; either of which throws ſecures a point, and gives the player the beſt of the hit.

CHAP. III.

Obſervations, hints, and cautions, worthy a player's notice.

THE player muſt underſtand by the directions given to play for a gammon, that he is to make ſome blots on purpoſe, the odds being in his favour that they are not hit; but if it ſhould happen that any blot is hit, as in this caſe there will be three men in the adverſary's tables, he muſt then endeavour to ſecure the adverſary's cinque, quatre, or trois point, to prevent a gammon, and muſt be very cautious of his fourth man's not being taken up.

He muſt not crowd his game at any time if he can help it; that is to ſay, he ſhould not put many men either upon the trois or deuce points in his own tables, being the ſame as loſing thoſe men, not having them in play. Beſides, by crowding the game, and attempting to ſave a gammon, the player is often gammoned. His game being crowded in his own tables, the adverſary has room to play as he thinks proper.

The following calculations will ſhew the odds of entering a ſingle man upon any certain number of points; and accordingly the game ſhould be played.

It

It is neceſſary to know that there are thirty-ſix chances upon two dice, and the points that are upon theſe thirty-ſix chances are as follow.

Viz.				Points
2	Aces		-	4
2	Deuces		-	8
2	Trois		-	12
2	Fours		-	16
2	Fives		-	20
2	Sixes		-	24
6	And	5 twice		22
6	And	5 twice	-	20
6	And	3 twice	-	18
6	And	2 twice	-	16
6	And	1 twice	-	14
5	And	4 twice	-	18
5	And	3 twice	-	16
5	And	2 twice	-	14
5	And	1 twice	-	12
4	And	3 twice	-	14
4	And	2 twice	-	12
4	And	1 twice	-	10
3	And	2 twice	-	10
3	And	1 twice	-	8
2	And	1 twice	-	6

Divide by 36)294(8
288
———
6

and it proves that upon an average the player has a right to 8 points each threw.

The

The chances upon two dice calculated for back-gammon, are as follow.

	2	Sixes	1
	2	Fives	1
	2	Fours	1
	2	Trois	1
	2	Deuces	1
†	2	Aces	1
	6	And 5 twice	2
	6	And 4 twice	2
	6	And 3 twice	2
	6	And 2 twice	2
†	6	And 1 twice	2
	5	And 4 twice	2
	5	And 3 twice	2
	5	And 2 twice	2
†	5	And 1 twice	2
	4	And 3 twice	2
	4	And 2 twice	2
†	4	And 1 twice	2
	3	And 2 twice	2
†	3	And 1 twice	2
†	2	And 1 twice	2
			36

As it may ſeem difficult to find out by this table of thirty-ſix chances, what are the odds of being hit upon a certain or flat die, let the following method be purſued.

The player may obſerve in the table that what are thus † marked are,

† 2 Aces	-	1
† 6 And 1 twice	-	2
† 5 And 1 twice	-	2
† 4 And 1 twice	-	2
† 3 And 1 twice	-	2
† 2 And 1 twice	-	2
	Total	11
Which deducted from	-	36
There remain	-	25

So that it appears, it is twenty-five to eleven againſt hitting an ace, upon a certain or flat die.

The above method holds good with reſpect to any other flat die. For example, what are the odds of entering a man upon 1, 2, 3, 4, or 5 points. ?

Anſwer.

To enter it upon	for	againſt		for	ag.
1 point is	11	to 25	- Or about	4	to 9
2 points	20	- 16	-	5	4
3 -	27	9	- -	3	1
4 -	32	- 4	-	8	1
5 -	35	- 1	-	35	1

The

The following table ſhews the odds of hitting, with any chance, in the reach of a ſingle die.

To hit upon		for		againſt		for		ag.
1 is	-	11	to	25	Or about -	4	to	9
2	-	12	-	24	-	1		2
3	-	14	-	22	-	2	-	3
4	-	15	-	21	-	5	-	7
5	-	15	-	21	-	5	-	7
6	-	17	-	19	-	8½	-	9½

The odds of hitting with double dice, are as follow.

To hit upon		for		againſt		for		ag.
7 is	-	6	to	30	Or about -	1	to	5
8	-	6		30	-	1		5
9	-	5		31	-	1		6
10	-	3		33	-	1		11
11	-	2		34	-	1		17
12	-	1		36	-	1		35

How to find out the odds of being hit upon a ſix, by the table of thirty-ſix chances.

2 Sixes	-	1
2 Trois	-	1
2 Deuces	-	1
6 And 5 twice	-	2
6 And 4 twice	-	2
6 And 3 twice	-	2
6 And 2 twice	-	2
6 And 1 twice	-	2

5 And

5 And 1 twice	-	2
4 And 2 twice	-	2
		17
Which deducted from	-	36
There remains	-	19

By which it appears to be nineteen to ſeventeen againſt being hit upon a ſix.

The odds on the hits.

2 Love is about	-	5	to	2
2 to 1 is	-	2		1
1 Love is	-	3		2

CHAP. IV.

Directions for the player to bear his men, with ſome uſeful obſervations.

IF a player has taken up two of the adverſary's men, and happens to have two, three, or more points made in his own tables, he ſhould ſpread his men, that he either may take a new point in his tables, or be ready to hit the man which the adverſary may happen to enter. If he finds upon the adverſary's entering, that the game is upon a par, or that the advantage is on his own ſide, he ſhould take the adverſary's man up whenever he can, it being twenty-five to eleven that he is not hit. Except when he is playing for a ſingle hit only; then, if playing the throw otherwiſe, gives him a better chance for it, he ought to do it.

It being five to one againſt his being hit with double dice, he ſhould never be deterred from taking up any one man of the adverſary's.

If he has taken up one of the adverſary's men, and ſhould happen to have five points in his own tables, and forced to leave a blot out of his tables, he ſhould endeavour to leave it upon doublets preferable to any other chance, becauſe in that caſe, the odds are thirty-five to one that he is not hit; whereas, it is only ſeventeen to one but he is hit upon any other chance.

When

When the adversary is very forward, a player should never move a man from his quatre, trois, or deuce points, thinking to bear that man from the point where he put it, as nothing but high doublets can give him any chance for the hit. Instead of playing an ace or a deuce from any of those points, he should play them from his own size or highest points, so that throwing two fives, or two fours, his size and cinque points being eased, would be a considerable advantage to him; whereas, had they been loaded, he must have been obliged to play otherwise.

It is the interest of the adversary to take up the player as soon as he enters. The blot should be left upon the adversary's lowest point; that is to say, upon his deuce point, rather than upon his trois point; or upon his trois point rather than his quatre point; or upon his quatre point preferable to his cinque point, for a reason before mentioned; all the men the adversary plays upon his trois, or his deuce points, are deemed lost, being greatly out of play; so that those men not having it in their power to make his cinque point, and his game being crowded in one place and open in another, the adversary must be greatly annoyed by the player.

If the player has two of the adversary's men in his tables, he has a better chance for a hit than if he had more, provided his game is forwarder than that of his antagonist's; for if he had three or more of the adversary's men in his tables, he would stand a worse chance to be hit.

When

When a player is running to ſave the gammon, if he ſhould have two men upon his ace point, and ſeveral men abroad, altho' he ſhould loſe one point or two in putting his men into his tables, it is his intereſt to leave a man upon the adverſary's ace point, becauſe it will prevent his adverſary from bearing his men to the greateſt advantage, and at the ſame time the player will have a chance of the adverſary's making a blot, which he may chance to hit. However, if a player finds upon a throw, that he has a probability of ſaving his gammon, he ſhould never wait for a blot, as the odds are greatly againſt his hitting it, but ſhould embrace that opportunity.

CHAP.

CHAP. V.

Shewing how to calculate the odds of ſaving or winning a gammon.

LET us ſuppoſe the adverſary has ſo many men abroad as require three throws to put them into his tables, and at the ſame time that the player's tables are made up, and that he has taken up one of the adverſary's men ; in this caſe, it is about an equal wager that the adverſary is gammoned.

For in all probability, the player has bore two men before he opens his tables, and when he bears the third man, he will be obliged to open his ſize or cinque point. It is then probable, that the adverſary is obliged to throw twice before he enters his men in the player's tables, and twice more before he puts that man into his own tables, three throws more to put the men which are abroad into his own tables, in all ſeven throws. Now the player having twelve men to bear, he may be forced to make an ace or a deuce twice before he can bear all his men, and conſequently will require ſeven throws in be ring them, ſo that upon the whole, it is about equal whether the adverſary is gammoned or not.

Suppoſe a player has three men upon his adverſary's ace point, and five points in his own tables,

tables, and that the adverſary has all his men in his tables, three upon each of his five higheſt points. Has the player a probability of gammoning his adverſary or not?

For bearing 3 men from his 6th point is -	Points 18
From his 5th point -	15
From his 4th point -	12
From his 3d point -	9
From his 2d point -	6
	In all 60
Bringing his three men from the adverſary's ace point to his ſize point in his own tables, being eighteen points each, and making together - -	54
There muſt remain -	6

It is plain from this calculation, the player has much the beſt of the probability of the gammon, excluſive of one or more blots which the adverſary is liable to make in bearing his men. Suppoſing at the ſame time the throws to be upon an equality.

Suppoſe two blots are left, either of which cannot be hit but by double dice; one muſt be hit by throwing eight, and the other by throwing nine; ſo that the adverſary has only one die to hit either of them. What are the odds of hitting either of them?

The

The chances of two dice being in all	36
The chances to hit 8 are 6 and 2 twice -	2
5 And 3 twice -	2
2 Deuces -	1
2 Fours -	1
The chances to hit 9 are 6 and 3 twice -	2
5 And 4 twice -	2
2 Trois -	1
For hitting, in all -	11
Chances for not hitting, remain -	25

So that the odds are 25 to 11 against hitting either of these blots.

This method may be taken to find out the odds of hitting three, four, or five blots upon double dice; or blots made upon double and single dice at the same time. After knowing how many chances there are to hit any of those blots, they must be added all together, and then substracted from the number 36, which are the chances of the two dice, and the question is solved.

CHAP. VI.

Two critical cases for a back-game, with a case of curiosity and instruction, &c.

CASE I.

SUPPOSE the fore-game to be played by A, and that all his men are placed as usual; B has fourteen of his men placed upon his adversary's ace point, and one man upon his adversary's deuce point, and B is to throw. Who has the best of the hit?

Answer.

A has the best of it, gold to silver. Because, if B does not throw an ace to take his adversary's deuce point, which is 25 to 11 against him, A will take up B's men in his tables, either singly or to make points; and then if B secures either A's deuce or trois point, A will put as many men down as possible, in order to hit, and thereby get a back-game.

It is evident that the back-game is very powerful, consequently, whoever practises it, must become a greater proficient at the game than he could by any other means.

CASE II.

Suppose A to have five men placed upon his size point, as many upon his quatre point, and the

the ſame number upon his deuce point, all in his own tables. At the ſame time, let us ſuppoſe B to have three men placed upon A's ace point, as many upon A's trois point, and the ſame number upon A's cinque point, in his own tables, and three men placed as uſual out of his tables. Who has the beſt of the hit?

Anſwer.

The game is equal, till B has gained his cinque and quatre points in his own tables, which if he can effect, and by playing two men from A's cinque point, in order to force his adverſary to blot by throwing an ace, which ſhould B hit, he will have the beſt of the hit.

A caſe of curioſity and inſtruction. In which is ſhewn the probability of making the hit laſt by one of the players for many hours, altho' they ſhall both play as faſt as uſual.

Let us ſuppoſe B to have bore thirteen men, and that A has his fifteen men in B's tables, viz. three men upon his ſize point, as many upon his cinque point, three upon his quatre point, the ſame number upon his trois point, two upon his deuce point, and one upon his ace point. A in this ſituation, can prolong it as aforeſaid, by bringing his fifteen men home, always ſecuring ſix cloſe points, till B has entered his two men, and brought them upon any certain point; as ſoon as B has gained that point, A will open an ace, deuce, or trois, point or all of them; which done, B hits one of them, and A, taking care to have two or three men in B's tables, is ready to

to hit that man; and alſo, he being certain of taking up the other man, has it in his power to prolong the hit almoſt to any length, provided he takes care not to open ſuch points as two fours, two fives, or two ſixes, but always to open the ace, deuce, or trois points for B to hit him.

A critical game to play.

Suppoſe A and B place their men for a hit in the following manner; A to have three men upon the ſize point in his own tables, three men out of his tables upon the uſual point, and nine men upon his adverſary's ace, deuce, and trois points; that is, three upon each; and ſuppoſe B's men to be placed in his own and his adverſary's tables in the ſame order. So ſituated, the beſt player ſhould win the hit. The game being ſo equal, that in this caſe the dice ſhould be thrown for.

Now if A throws firſt, he ſhould endeavour to gain his adverſary's cinque point; this being done, he ſhould lay as many blots as poſſible, to tempt B to hit him, as it puts him backward, and A thereby gains an advantage. A ſhould always endeavour to have three men upon each of his adverſary's ace and deuce points; becauſe when B makes a blot, theſe points will remain ſecure, and when A has bore five, ſix, or more men, A yet may ſecure ſix cloſe points out of his tables, in order to prevent B from getting his man home, at which time he ſhould calculate who has the beſt of the hit; if he

finds

finds that B is foremoſt, he ſhould then try to lay ſuch blots as may be taken up by his adverſary, that he may have a chance of taking up another man, in caſe B ſhould happen to have a blot at home.

As it is impoſſible for us to give any farther inſtructions relative to the game of backgammon without rather puzzling a learner than inſtructing him, we ſhall finiſh this treatiſe by giving the laws which are to be obſerved at this game.

The Laws of Backgammon.

I. If a man is taken from any point, it muſt be played; if two men are taken from it, they alſo muſt be played.

II. A man is not ſuppoſed to be played till it is placed upon a point and quitted.

III. If a player has only fourteen men in play, there is no penalty inflicted, becauſe by his playing with a leſſer number than he is entitled to, he plays to a diſadvantage for want of the deficient man to make up his tables.

IV. If he bears any number of men before he has entered a man taken up, and which of courſe he was obliged to enter, ſuch men ſo borne, muſt be entered again in the adverſary's tables as well as the man taken up.

V. If he has miſtaken his throw and played it, and his adverſary has thrown, it is not in the choice of either of the players to alter it, unleſs they both agree ſo to do.

The END of the GAME of BACKGAMMON.

A SHORT TREATISE ON THE GAME of CHESS.

CHAP. I.

RULES *whereby to play the game.*

THIS game is played upon a French draught-board, with a certain number of pieces which have their different moves according to their forms. There is a row of what is called pawns, these are all alike in form, and are intended to guard or defend the pieces which are placed behind them, on the row of squares which constitute the kings at the game of draughts. The board is placed reverse to what it is at draughts, the double corners being to the left hand of the players. The pieces are placed in the following order, and have their different appellations, each player having the same number of pieces on his own side of the board; there are

are two of each, besides the *king* and *queen*, which stand in the centre, the queen on the left hand side of the king, in the square of her own colour; the two which stand one on each side of the *king* and *queen*, are called *bishops*; on each side of the bishops stand what is called a *knight*; and on each side of the *knights* stand, what is called a *castle* or *rook* Before the king and queen and these pieces, stand the pawns, of which in number there are eight, and they move but one square at a time, except the first time, when they may move two. The king also moves but one square at a time, the one strait forward, and the other obliquely; the queen is entitled to every move that any of the pieces have, except the knight; the bishops move obliquely from one end of the board to the other; the knights move either to the right or left, flying as it were obliquely over a square; and the castles or rooks, move in a straight line from one end of the board to the other.

This game depends entirely upon defending the king from being checked,* the first of which that is checked so as not to be able to cover, loses the game; for which reason, each piece should be secured as much as possible from being taken, for when the pieces are lost, the king is liable to be checked, and not being able to cover, the game must inevitably be lost.

* Is when the king is liable to be taken by any of the adversary's pieces for want of being covered.

Rule Ist. In order to begin the game, the pawns muſt be moved before the pieces, and afterwards the pieces muſt be brought out to ſupport them. The king's, queen's, and biſhop's pawns ſhould be moved firſt, that the game may be well opened; the pieces muſt not be played out early in the game, becauſe the player may thereby loſe his moves: but above all, the game ſhould be well arranged before the queen is played out. Uſeleſs checks ſhould alſo be avoided, unleſs ſome advantage is to be gained by them, becauſe the move may be loſt, if the adverſary can either take or drive the piece away.

II. If the game is crowded, the player will meet with obſtructions in moving his pieces, for which reaſon he ſhould exchange pieces or pawns, and caſtle * his king as ſoon as it is convenient, endeavouring at the ſame time to crowd the adverſary's game, which may be done by attacking his pieces with the pawns, if the adverſary ſhould move his pieces out too ſoon.

III. The men ſhould be ſo guarded by one another, that if a man ſhould be loſt, the player may have it in his power to take one of the adverſary's in return, and if he can take a ſuperior piece in lieu of that which he loſt, it would be an advantage, and diſtreſs the adverſary.

IV. The adverſary's king ſhould never be attacked without a force ſufficient, and if the

* Caſtle his king, is to cover the king with a caſtle, which is done by a certain move which each player has a right to whenever he thinks proper.

player's king ſhould be attacked without having it in his power to attack the adverſary's, he ſhould offer to make an exchange of pieces, which may cauſe the adverſary to loſe a move.

V. The board ſhould be looked over with attention, and the men reconnoitred, ſo as to be aware of any ſtroke that the adverſary might attempt in conſequence of his laſt move. If by counting as many moves forward as poſſible, the player has a proſpect of ſucceſs, he ſhould not fail doing it, and even ſacrifice a piece or two to accompliſh his end.

VI. No man ſhould be played till the board is thoroughly examined, that the player might defend himſelf againſt any move the adverſary has in view; neither ſhould any attack be made till the conſequences of the adverſary's next move are conſidered; and when an attack may with ſafety be made, it ſhould be purſued without catching at any bait that might be thrown out in order for the adverſary to gain a move, and thereby cauſe the deſign to miſcarry.

VII. The queen ſhould never ſtand in ſuch a manner before the king, that the adverſary, by bringing a rook or biſhop, could check the king if ſhe were not there; as it might be the loſs of the queen.

VIII. The adverſary's knight ſhould never be ſuffered to check the king and queen, or king and rook, or queen and rook, or the two rooks at the ſame time; eſpecially if the knight is properly guarded; becauſe in the two firſt caſes, the king being forced to go out of check, the queen or the rook muſt be loſt; and in the two laſt

cafes, a rook muft be loft at leaft, for a worfe piece.

IX. The player fhould take care that no guarded pawn of the adverfary's, fork two of his pieces.

X. As foon as the kings have caftled on different fides of the board, the pawns on that fide of the board fhould be advanced upon the adverfary's king, and the pieces, efpecially the queen and rook, fhould be brought to fupport them; and the three pawns belonging to the king that is caftled muft not be moved.

XI. The more moves a player can have as it were in ambufcade, the better; that is to fay, the queen, bifhop or rook, is to be placed behind a pawn or a piece, in fuch a pofition, as that upon playing that pawn or piece, a check is difcovered upon the adverfary's king, by which means a piece or fome advantage is often gained.

XII. An inferior piece fhould never be guarded with a fuperior, when a pawn would anfwer the fame purpofe; for this reafon, the fuperior piece may remain out of play—Neither fhould a pawn be guarded with a piece, when a pawn would do as well.

XIII. A well fupported pawn that is paffed, often cofts the adverfary a piece, and when a pawn or any other advantage is gained without endangering the lofs of the move, the player fhould make as frequent exchanges of pieces as he can. The advantage of a paffed pawn is this; for example, if the player and his adverfary have each three pawns upon the board, and no piece,

piece, and the player has one of his pawns on one ſide of the board, and the other two on the other ſide, and the adverſary's three pawns are oppoſite to the player's two pawns, he ſhould march with his king as ſoon as he can, and take the adverſary's pawns: If the adverſary goes with his king to ſupport them, the player ſhould go on to queen with his ſingle pawns, and then if the adverſary goes to hinder him, he ſhould take the adverſary's pawns, and move the others to queen *.

XIV. When the game is near finiſhed, each party having only three or four pawns on each ſide of the board, the kings muſt endeavour to gain the move in order to win the game. For inſtance, when the player brings his king oppoſite to the adverſary's with only one ſquare between, he will gain the move.

XV. If the adverſary has his king and one pawn on the board, and the player has only his king, he cannot loſe the game, provided he brings his king oppoſite to the adverſary's, when the adverſary is directly before or on one ſide of his pawn and there is only one ſquare between the kings.

XVI. If the adverſary has a biſhop and one pawn on the rook's line, and this biſhop is not of the colour that commands the corner ſquare the pawn is going to, and the player has only his king, if he can get into that corner, he can-

* To queen, is to make a queen, that is, to move a pawn into the adverſary's back row, which is the rule at this game when the original one is loſt.

not loſe, but, on the contrary, may win by a ſtale *.

XVII. If the player has greatly the diſadvantage of the game, having only his queen left in play, and his king happens to be in a poſition to win as above-mentioned, he ſhould keep giving check to the adverſary's king, always taking care not to check him where he can interpoſe any of his pieces that make the ſtale; by ſo doing he will at laſt force the adverſary to take his queen, and then he will win the game by being in a ſtale-mate.

XVIII. The player ſhould never cover a check with a piece that a pawn puſhed upon it may take, for fear of getting only the pawn in exchange for the piece.

XIX. A player ſhould never crowd his adverſary up with pieces, for fear of giving a ſtale-mate inadvertently, but always ſhould leave room for his king to move.

By way of corroborating what has been already ſaid with reſpect to this game, it is neceſſary to warn a player againſt playing a timid game. He ſhould never be too much afraid of loſing a rook for an inferior piece, becauſe, altho' a rook is a better piece than any other except the queen, it ſeldom comes into play, to be of any great uſe till at the end of the game; for which reaſon it is often better to have an inferior piece in play, than a ſuperior one to ſtand ſtill, or mov-

* When the king is blocked up ſo as to have no move at all.

ing to no great purpoſe. If a piece is moved, and is immediately drove away by a pawn, it may be reckoned a bad move, becauſe the adverſary gains a double advantage over the player, in advancing at the ſame time the other is made to retire; although the firſt move may not ſeem of conſequence between equal players, yet a move or two more loſt after the firſt, makes the game ſcarcely to be recovered.

There never wants for variety at this game, provided the pieces have been brought out regular, but if otherwiſe, it often happens that a player has ſcarce any thing to play.

Many indifferent players think nothing of the pawns, whereas three pawns together are ſtrong, but four, which conſtitute a ſquare, with the aſſiſtance of other pieces, well managed, make an invincible ſtrength, and in all probability may produce a queen when very much wanted. It is true that two pawns with a ſpace between, are no better than one, and if there ſhould be three over each other in a line, the game cannot be in a worſe way. This ſhews that the pawns are of great conſequence, provided they are kept cloſe together.

Some middling players are very apt to riſk loſing the game in order to recover a piece: this is a miſtake; for it is much better to give up a piece and attack the enemy in another quarter; by ſo doing the player has a chance of ſnatching a pawn or two from, or gaining ſome advantage over the adverſary, whilſt his attention is taken up in purſuing this piece.

If the queen and another piece are attacked at

the ſame time, and that by removing the queen the piece muſt be loſt; provided two pieces can be gained in exchange for the queen, the queen ſhould be given up, it being the difference of three pieces, and conſequently more than the value of the queen. By loſing the queen, the game is not thrown into that diſorder which it would otherwiſe have been; in this caſe it would be judicious to give the queen for even a piece, or a pawn or two; being well known among good players, that he who begins the attack, and can't maintain it, being obliged to retire, generally loſes the game.

A player ſhould never be fond of changing without reaſon, becauſe the adverſary, if he is a good player, will ruin his ſituation, and gain a conſiderable advantage over him. But rather than loſe a move, when a player is ſtronger than the adverſary, it is good play to change, for he thereby encreaſes his ſtrength.

When the game is almoſt drawn to a concluſion, the player ſhould recollect that his king is a capital piece, and conſequently ſhould keep him in motion; by ſo doing he generally gets the move, and often the game.

As the queen, rook, and biſhop operate at a diſtance, it is not always neceſſary in the attack to have them near the adverſary's king.

If a man can be taken with different pieces, the player ſhould take his time, and conſider which of thoſe pieces is the beſt to take it with.

If a piece can be taken almoſt at any time, the player ſhould not be in a hurry about it, but

try to make a good move elsewhere before he takes it.

A player should be cautious how he takes his adversary's pawn with his king, as it often happens to be a safe-guard to it.

After all that has been said, it is still necessary for us to advise those who would play well at this game, to be very cool and attentive to the matter in question: for it is impossible that any person in the universe can be capable of playing at chess, if their thoughts are employed elsewhere.

LAWS at CHESS.

I. If a player touches his man, he must play it, and if he quits it, he cannot recall it.

II. If by mistake or otherwise, a false move is played, and the adversary takes no notice of it till he hath played his next move, it cannot be recalled by either of the parties.

III. If a player misplaces the men, and he plays two moves, it is at the option of the adversary to permit him to begin the game or not.

IV. If the adversary plays or discovers a check to a player's king, and gives no notice of it, the player may let him stand still till he does.

V. After the king is moved, a player cannot castle.

The END of the GAME OF CHESS.

A SHORT TREATISE ON THE GAME of BILLIARDS:

With the Rules and Odds made uſe of in Betting at this Game. Likewiſe an Account of the different kinds of Games played on a Billiard Table.

CHAP. I.

Some account of the origin of billiards, with a deſcription of the table on which it is played.

THE game of billiards was invented by the French, when it was played in a different manner from what it is at preſent, by having a paſs or iron fixed on the table, through which the balls at particular periods of the game uſed to be played; but now this method is quite laid aſide both in France and in every place where the game is played.

Soon

Soon after the French, the Germans, the Dutch, and Italians brought this game into vogue throughout moſt parts of Europe, at which they became great proficients, and in a few years afterwards it became a favourite diverſion in many parts of England, particularly with perſons of the firſt rank; indeed, ſince that time it has been in a great meaſure proſtituted by the deſigning and vulgar ſort of people: notwithſtanding, this game will never be out of faſhion, being of itſelf very entertaining, and attended with that kind of moderate exerciſe which renders it the more agreeable.

The table on which this game is played, is generally about twelve feet long, and ſix feet wide, or rather in the exact form of an oblong; it is covered with fine green cloth, and ſurrounded with cuſhions to prevent the balls rolling off, and to make them rebound. There are ſix holes, nets, or pockets; theſe are fixed at the four corners, and in the middle, oppoſite each other, to receive the balls, which when put into theſe holes or pockets are called hazards. The making of a hazard, that is, putting the adverſary's ball in, at the uſual game reckons for two in favour of the player.

CHAP. II.

Rules generally obſerved at the common or uſual game, and the inſtruments deſcribed which are made uſe of in playing.

I. FOR the lead, the balls muſt be put at one end, and the player muſt ſtrike them againſt the farthermoſt cuſhion, in order to ſee which will be neareſt the cuſhion that is next to them.

II. The neareſt to the cuſhion is to lead and chooſe the ball, if he pleaſes.

III. The leader is to place his ball at the nail, and not to paſs the middle pocket, and if he holes himſelf in leading, he loſes the lead.

IV. He who follows the leader muſt ſtand within the corner of the table, and not place his ball beyond the nail.

V. † He who plays upon the running ball loſes one.

VI. † He who touches the ball twice, and moves it, loſes one.

VII. He who does not hit his adverſary's ball, loſes one.

VIII. He who touches both balls at the ſame time, makes a foul ſtroke, in which caſe if he ſhould hole his adverſary, nothing is gained by

† Theſe two rules are ſeldom or ever enforced, eſpecially in England.

the ſtroke; but if he ſhould put himſef in, he loſes two.

IX. He who holes both balls loſes two.

X. He who ſtrikes upon his adverſary's ball, and holes himſelf, loſes two.

XI. He who plays at the ball without ſtriking it, and holes himſelf, loſes three.

XII. He who ſtrikes both balls over the table, loſes two.

XIII. He who ſtrikes his ball over the table, and does not hit his adverſary's ball, loſes three.

XIV. He who retains the end of his adverſary's ſtick when playing, or endeavours to balk his ſtroke, loſes one.

XV. He who plays another's ball or ſtroke without leave, loſes one.

XVI. He who takes up his ball, or his adverſary's without leave, loſes one.

XVII. He who ſtops either ball when running loſes one, and being near the hole, loſes two.

XVIII. He who blows upon the ball when running, loſes one, and if near the hole, loſes two.

XIX. He who ſhakes the table when the ball is running, loſes one.

XX. He who ſtrikes the table with the ſtick, or plays before his turn, loſes one.

XXI. He who throws the ſtick upon the table, and hits the ball, loſes one.

XXII. If the ball ſtands upon the edge of the hole, and after being challenged it falls in, it is nothing, but muſt be put up where it was before,

XXIII.

XXIII. If any perſon not being one of the players, ſtops a ball, the ball muſt ſtand in the place where it was ſtopp'd.

XXIV. He who plays without a foot upon the floor and holes his adverſary's ball, gets nothing for it, but loſes the lead.

XXV. He who leaves the game before it is ended, loſes it.

XXVI. Any perſon may change his ſtick in play.

XXVII. If any difference ariſe between players he who marks the game, or the majority of the company, muſt decide it.

XXVIII. Thoſe who do not play muſt ſtand from the table, and make room for the players.

XXIX. If any perſon lays any wager, and does not play, he ſhall not give advice to the players upon the game.

The game of billiards is played with ſticks, called maces, or with cues; the firſt conſiſt of a long ſtraight ſtick, with a head at the end, and are the moſt powerful inſtruments of the two: the cue is a thick ſtick diminiſhing gradually to a point of about half an inch diameter; this inſtrument is played over the left hand, and ſupported by the fore-finger and thumb. It is the only inſtrument in vogue abroad, and is played with amazing addreſs by the Italians, and ſome of the Dutch; but in England the mace is the prevailing inſtrument; which the foreigners hold in contempt, as it requires not near ſo much addreſs to play the game with, as when the cue is made uſe of; but the mace is preferred for its peculiar advantage, which ſome profeſſed players have artfully

artfully introduced, under the name of trailing, that is, following the ball with the mace to ſuch a convenient diſtance from the other ball as to make it an eaſy hazard. The degrees of trailing are various, and undergo different denominations amongſt the connoiſſeurs at this game; namely, the ſhove, the ſweep, the long ſtroke, the trail, and the dead trail, or turn up, all which ſecure an advantage to a good player according to their various gradations: even the butt end of the cue becomes very powerful, when it is made uſe of by a good trailer.

CHAP. III.

Giving an account of the different kinds of games played at billiards.

BESIDES the common winning game, which is twelve up, there are ſeveral kinds of games played at billiards, viz. the loſing game; the winning and loſing; choice of balls; bricole; carambole; Fuſſian carambole; the bar-hole; the one hole; the four-game; and hazards.

The *loſing game*, is the common game nearly reverſed; that is to ſay, except hitting the balls, which is abſolutely neceſſary, the player gains by loſing. By putting himſelf in, he wins two; by putting his adverſary in, he loſes two; but if he pockets both balls, he gets four.

This game depends greatly upon particular ſtrengths, and is therefore very neceſſary to be known to play the winning game well.

The *winning and loſing game* is a combination of both games; that is to ſay, all balls that are put in by ſtriking firſt the adverſary's ball, reckon towards game; and holing both balls reckons four.

At this game, and the loſing, knocking over, or forcing the balls over the cuſhion, goes for nothing; the ſtriker only loſes the lead.

Choice of balls, is chuſing each time which ball the player pleaſes, which is doubtleſs a great advantage;

advantage, and is generally played againſt loſing and winning.

Bricole, is being obliged to hit a cuſhion, and make the ball rebound or return to hit the adverſary's ball, otherwiſe the player loſes a point. This is a great diſadvantage, and is reckoned between even players to be equal to receiving about eight or nine points.

Caramb le, is a game newly introduced from France. It is played with three balls, one being red, which is neutral, and is placed upon a ſpot on a line with the ſtringing nail.* Each antagoniſt at the firſt ſtroke of a hazard, play from a mark which is upon a line with it at the other end of the table. The chief object at this game is, for the player to hit with his own ball the two other balls, which is called a carambole, and by which the player wins two. If he puts in the red ball, he gets three, and when he holes his adverſary's ball, he gets two; ſo that ſeven may be made at one ſtroke, by caramboling and putting in both balls. This game reſembles the loſing, depending chiefly upon particular ſtrengths, and is generally played with the cue. The game is ſixteen up; nevertheleſs, it is reckoned to be ſooner over than the common game.

The next object of this game, after making what we have diſtinguiſhed by the carambole, is the baulk; that is, making the white ball,

* Stringing nail is that part of the table from whence the player ſtrikes his ball at firſt ſetting off, and is generally marked with two braſs nails.

and

and bringing the player's own ball and the red one below the ſtringing nail, from whence the adverſaries begin. By this means the opponent is obliged to play bricole from the oppoſite cuſhion, and it often happens that the game is determined by this ſituation.

The *Ruſſian carambole*, is a game that has ſtill more lately been introduced from abroad, and is played in the following manner. The red ball is placed as uſual on the ſpot made for that purpoſe, but the player when he begins, or after having been holed, never places his ball on any particular place or ſpot; he being at liberty to put it where he pleaſes. When he begins to play, inſtead of ſtriking at the red ball, he leads his own gently behind it, and his antagoniſt is to play at which he thinks proper; if he plays at the red ball, and holes it, he ſcores three as uſual towards the game, which is twenty-four inſtead of ſixteen points; and the red ball is put upon the ſpot again, at which he may ſtrike again, or take his choice which of the two balls to puſh at, always following his ſtroke till both balls are off the table. He is entitled to two points each time that he *caramboles*, the ſame as at the other game, but if he *caramboles* and puts his own ball into any hole, he loſes as many as he might have got, had he not holed himſelf; for example, if he ſtrikes at the red ball, which he holes, at the ſame time *caramboles* and holes himſelf, he loſes five points; and if he holes both balls when he *caramboles*, and likewiſe his own, he loſes ſeven, which he would have got, if he had

had not holed his own ball. In other reſpects it is played like the common *carambole game.*

The *bar hole*, is ſo called, from the hole being barred which the ball ſhould be played for, and the player ſtriking for another hole; when this game is played againſt the common game, the advantage for the latter between equal players, is reckoned to be about ſix.

The player at the *one hole*, though it ſeems to thoſe who are not judges of the game, to be a great diſadvantage, has in fact, the beſt of it; for as all balls that go into the one hole reckon, the player endeavours to lay his ball conſtantly before that hole, and his antagoniſt frequently finds it very difficult to keep one or other ball out, particularly on the leads, when the one hole player lays his ball (which he does as often as he can) on the brink of the hole; leading for that purpoſe from the oppoſite end, which in reality he has no right to do, for the lead ſhould be given from the end of the table at which the hazard is made; but when a perſon happens to be a novice, this advantage is often taken.

The *four game*, conſiſts of two partners on each ſide, at the common winning game; who play by ſucceſſion after each hazard, or two points loſt. The game is fifteen up; ſo that the point or hazard is an odd number, which makes a miſs at this game of more conſequence than it is at another; being as much at four, ſix, or eight, as it is at five, ſeven, or nine at the ſingle game.

Hazards, are ſo called, becauſe they depend entirely upon the making of hazards, there being

ing no account kept of any game. Any number of perſons may play, by having balls that are numbered; but the number ſeldom exceeds ſix, to avoid confuſion. The perſon whoſe ball is put in, pays ſo much to the player according to what is agreed to be played for each hazard; and the perſon who miſſes, pays half the price of a hazard to him whoſe ball he played at. The only general rule is not to lay any ball a hazard for the next player, which may be in a great meaſure avoided, by always playing upon the next player, and either bringing him cloſe to the cuſhion, or putting him at a diſtance from the reſt of the balls. The table, when hazards are played is always paid for by the hour.

CHAP. IV.

Containing the odds usually laid at billiards.

EVEN PLAYERS.

ONE love is	5	to	4
Two love	3		2
Three love	7		4
Four love	2		1
Five love	3		1
Six love	4		1
Seven love	6		1
Eight love	10		1
Nine love	15		1
Ten love	60		1
Eleven love	63		1

But only a guinea to a shilling is generally laid.

Two to one is	5	to	4
Three to one	3		2
Four to one	7		4
Five to one	2		1
Six to one	7		2
Seven to one	4		1
Eight to one	9		1
Nine to one, is about	10		1

Ten to one is generally laid twenty-one to one, but is in reality much

more,

more, tho' not commonly laid; but according to the nearest calculation, is fifty to one.

Eleven to one is	60	to	1
Three to two -	5		4
Four to two -	8		5
Five to two -	7		4
Six to two -	5		2
Seven to two -	3		1
Eight to two -	6		1
Nine to two -	7		1
Ten to two is about -	20		1

But often laid twenty one to one.

Eleven to two -	23		1
Four to three is -	4	to	3
Five to three -	8		5
Six to three -	2		1
Seven to three -	5		2
or about -	11		4
Eight to three -	6		1
Nine to three -	7		1
Ten to three -	12		1
Eleven to three -	15		1
Five to four is -	5	to	4
Six to four -	7		4
Seven to four -	2		1
Eight to four -	4		1
Nine to four -	9		2
Ten to four -	10		1
Eleven to four -	12		1

Seven

Six to five is - -	3	to	2
Seven to five —— -	7		4
Eight to five - -	3		1
Nine to five - -	4		1
Ten to five - -	9		1
Eleven to five -	10		1
Seven to six is - -	5	to	4
Eight to six - -	2		1
Nine to six - -	5		2
Ten to six - -	5		1
Eleven to six -	6		1
Eight to seven is -	7	to	4
Nine to seven - -	2		1
Ten to seven - -	4		1
Eleven to seven - -	5		1
Nine to eight is -	4	to	3
Ten to eight -	5		2
Eleven to eight -	3		1
Ten to nine is - -	2	to	1
Eleven to nine -	5		2
Eleven to ten is -	5	to	4

CHAP. V.

Containing the odds when two are given to the adversary.

WHEN he who gives another two is 1 to 2——that

One to two is - -	5	to	4
Two all -	3		2
Three to two -	8		5
Four to two - -	2		1
Five to two - -	5		2
Six to two - -	4		1
Seven to two -	9		4
Eight to two - -	10		1
Nine to two -	11		1
Ten to two - -	27		1
Eleven to two -	31		1
When he is four all – it is	3	to	2
Five to four -	8		5
Six to four - -	5		2
Seven to four -	3		1
Eight to four -	5		1
Nine to four -	6		1
Ten to four - -	15		1
Eleven to four - -	16		1
When he is six all—it is	4	to	3
Seven to six - -	3		2
Eight to six -	5		2
Nine to six - -	3		1
Ten to six -	6		1
Eleven to six -	7		1

When

When he is eight to ſeven---it is	2	to	1
Nine to ſeven - -	5		2
Ten to ſeven - -	6		1
Eleven to ſeven -	7		1
When he is eight all---it is	5	to	4
Nine to eight - -	3		2
Ten to eight -	3		1
Eleven to eight - -	4		1
When he is nine all---it is	4	to	3
Ten to nine -	5		2
Eleven to nine - -	3		1
When he is ten all---it is	6	to	5
Eleven to ten - -	7		5
When he is eleven all---it is	5	to	4

CHAP. VI.

The odds when two and four are received from the adverſary.

WHEN he who receives two from another is---3 love---that

Three love is - -	5	to	4
Four love - - -	8		5
Five love - - -	9		5
Six love -	3		1
Seven love - - -	7		2
Eight love - -	8		1
Nine love - - -	9		1

Ten love -	21		1
Eleven love - -	23		1
When he is ſix to four, it is	5	to	4
Seven to four - -	3		2
Eight to four -	3		1
Nine to four - -	7		2
Ten to four - -	8		1
Eleven to four -	9		1
When he is eight to ſix, it is	3	to	2
Nine to ſix -	7		4
Ten to ſix - -	4		1
Eleven to ſix - -	9		2
When he is eight to ſeven, it is	5	to	4
Nine to ſeven -	3		2
Ten to ſeven - -	3		1
Eleven to ſeven -	7		2
When he is nine to eight, it is	7	to	6
Ten to eight -	2		1
Eleven to eight - -	5		2
When he is nine all, it is	4	to	3 *
Ten to nine -	7		4
Eleven to nine - -	2		1
When he is eleven to ten, it is		Even	
Eleven all - -	4	to	3

When he who receives four from another, is

ſix love, that ſix love is	2	to	1
Seven love -	5		2

* Againſt him.

3 Eight

Eight love	5		1
Nine love	6		1
Ten love	16		1
Eleven love	17		1
When he is six to two, it is	3	to	2
Seven to two	8		5
Eight to two	4		1
Nine to two	9		2
Ten to two	12		1
Eleven to two	13		1

CHAP. VII.

Containing the usual odds that are laid upon the hazard, with some general observations worthy attention.

WHEN 2 are given, the odds of the hazard are 6 to 5

When 3 are given, the odds are	5		4
When 4 are given,	3		2
When 5 are given,	8		5
When 6 are given,	2		1

The full odds that two hazards are not got successively between even players are 3 to 1

3 not successively	7		1
4 ditto	15		1
5 ditto	31		1
6 ditto	63		1

General obſervations worthy attention.

If a perſon lays money on a hazard, when either of the players is eleven, and one of them miſſes and runs into the hole, he who laid his money upon this player, does not loſe the hazard, the game being out by the miſs, and of courſe the hazard is void.

If a perſon ſhould make a foul ſtroke, his adverſary has a right to lead, if he does not like the ball he has to play at; or, if a perſon propoſes parting the balls, his adverſary has a right to the lead.

If a perſon loſes a hazard in one of the corner holes, he can oblige his adverſary to lead from the end where he loſt the ſaid hazard.

If a perſon ſhould loſe a hazard in either of the middle holes, his adverſary can oblige him to go to which end he pleaſes.

If a perſon ſhould play with the wrong ball, his adverſary has a right to the lead, if he don't like either of the balls he has to play at; provided he can make it appear that he played with his own ball the ſtroke before: but if he thinks proper to play the ſtroke, he may take his choice of the balls, and the hazard muſt be played out.

The END of the GAME of BILLIARDS.

AN

ACCOUNT

Of the GAME at

TENNIS;

Whereby a perſon who has never ſeen a Tennis court, may learn in what manner this game is played, the uſual odds, and the method of betting at the ſame.

AS many perſons would become players at tennis, provided they could eaſily underſtand the rudiments of the game, ſo as to form ſome judgment of the players, or at leaſt to know who wins and who loſes, we have here attempted to give ſo plain a deſcription of it, that no one can be at a loſs, if ever he ſhould bett or play. As to the executive part, it requires great practice to make a good player, ſo that nothing can be done without it; all we preſume to do is to give an inſight into the game, whereby a perſon may not ſeem a total ſtranger to it, when he happens to be in a tennis court.

The game of tennis is played in moſt capital cities in Europe, particularly in France, from whence we may venture to derive its origin. It is eſteemed with many to be one of the moſt ancient games in Chriſtendom, and long before king

Charles the Firſt's time it was played in England.

This game is as intricate as any game whatever; a perſon who is totally ignorant of it, may look on for a month together, without being able to make out how the game is decided. Therefore, we ſhall begin by deſcribing the court in which it is played.

The ſize of a tennis court is generally about ninety-ſix, or ſeven feet, by thirty-three, or four, there being no exact dimenſion aſcribed to its proportion, a foot more or leſs in length or width being of no conſequence. A line or net hangs exactly acroſs the middle, over which the ball muſt be ſtruck, either with a racket or board to made the ſtroke good. Upon the entrance of a tennis-court, there is a long gallery which goes to the dedans, that is a kind of front gallery, where ſpectators uſually ſtand, into which, whenever a ball is ſtruck, it tells for a certain ſtroke. This long gallery is divided into different compartiments or galleries, each of which has its particular name, as follows; from the line towards the dedans, are the *firſt gallery*, *door*, *ſecond gallery*, and the *laſt gallery*; which is called the ſervice ſide. From the dedans to the laſt gallery are the figures 1, 2, 3, 4, 5, 6, at a yard diſtance each, by which the chaces are marked, and is one of the moſt eſſential parts of the game, as will appear in the following deſcription.

On the other ſide the line are alſo the *firſt gallery*, *door*, *ſecond gallery*, and *laſt gallery*; which is called the Hazard-ſide. Every ball ſtruck

ſtruck into the laſt gallery on this ſide reckons for a certain ſtroke the ſame as the dedans. Between the ſecond, and this laſt gallery are the figures 1, 2, to mark the chaces on the hazard-ſide. Over this long gallery, or theſe compartiments, is a covering, called the pent-houſe, on which they play the ball from the ſervice-ſide, in order to begin a ſet of tennis, from which it is called a ſervice. When they miſs putting the ball (ſo as to rebound from the pent-houſe) over a certain line on the ſervice-ſide, it is deemed a fault, two of which are reckoned for a ſtroke. If the ball rolls round the pent-houſe, on the oppoſite-ſide the court, ſo as to fall beyond a certain line deſcribed for that purpoſe, it is called paſſe, reckons for nothing on either ſide, and the player muſt ſerve again.

On the right-hand ſide of the court from the dedans is what they call the *tambour*, a part of the wall which projects, and is ſo contrived in order to make a variety in the ſtroke, and render it more difficult to be returned by the adverſary; for when a ball ſtrikes the *tambour*, it varies its direction, and requires ſome extraordinary judgment to return it over the line. The laſt thing on the right hand ſide is called the *grill*, wherein if the ball is ſtruck, it is alſo fifteen, or a certain ſtroke.

The game of tennis is played by what they call *ſets*; a *ſet* of tennis conſiſts of ſix games: but if they play what is called an advantage ſet, two above five games muſt be won on one ſide or the other ſucceſſively, in order to decide; or, if it comes to ſix games all, two games muſt ſtill be

won

won on one ſide to conclude the ſet; ſo that an advantage ſet may laſt a conſiderable time, for which kind of ſets the court is paid more than for any other.

We muſt now deſcribe the uſe of the chaces, and by what means theſe chaces decide or interfere ſo much in the game. When the player gives his ſervice at the beginning of a ſet, his adverſary is ſuppoſed to return the ball, and wherever it falls after the firſt rebound untouched, the chace is called accordingly; for example, if the ball falls at the figure 1, the chace is called at a yard, that is to ſay, at a yard from the dedans; this chace remains till a ſecond ſervice is given, and if the player on the ſervice-ſide lets the ball go after his adverſary returns it, and if the ball falls on or between any of theſe figures or chaces, they muſt change ſides, there being two chaces; and he who then will be on the hazard ſide, muſt play to win the firſt chace, which if he wins by ſtriking the ball ſo as to fall, after its firſt rebound, nearer to the dedans than the figure 1, without his adverſary's being able to return it from its firſt hop, he wins a ſtroke, and then proceeds in like manner to win the ſecond chace, wherever it ſhould happen to be. If a ball falls on the line with the firſt gallery-door, ſecond gallery, or laſt gallery, the chace is likewiſe called at ſuch or ſuch a place, naming the gallery, door, &c. When it is juſt put over the line, it is called a chace at the line. If the player on the ſervice-ſide returns a ball with ſuch force as to ſtrike the wall on the hazard-ſide ſo as to rebound, after the

firſt

first hop over the line, it is also called a chace at the line.

The chaces on the hazard-side, proceed from the ball being returned either too hard or not quite hard enough; so that the ball after its first rebound, falls on this side the blue line, or line which describes the hazard-side chaces, in which case, it is a chace at 1, 2, &c. provided there is no chace depending. When they change sides, the player, in order to win this chace, must put the ball over the line any where, so that his adversary does not return it. When there is no chace on the hazard-side, all balls put over the line from the service-side, without being returned, reckon for a stroke.

As the game depends chiefly upon the marking, it will be necessary to explain it, and to recommend those who play at tennis to have a good and unbiassed marker, for on him the whole set may depend: he can mark in favour of the one and against the other in such a manner, as will render it two to one at starting, though even players. Instead of which the marker should be very attentive to the chaces, and not be any way partial to either of the players.

This game is marked in a very singular manner, which makes it at first somewhat difficult to understand. The first stroke is called fifteen, the second thirty, the third forty, and the fourth, game, unless the players get four strokes each; in that case, instead of calling it forty all, it is called *deuce*; after which, as soon as any stroke is got, it is called *advantage*, and in case the strokes

ſtrokes become equal again, *deuce* again, till one or the other gets two ſtrokes following, which win the game; and as the games are won, ſo they are marked and called, as one game love, two games to one, &c. towards the ſet, of which ſo many of theſe games it conſiſts.

Although but one ball at a time is played with, a number of balls are made uſe of at this game, to avoid trouble, and are handed to the players in baſkets for that purpoſe: by which means they can play as long as they pleaſe, without ever having occaſion to ſtoop for a ball.

As to the odds at tennis, they are by no means fixed, but are generally laid as follow.

Upon the firſt ſtroke being won between even players, that is, fifteen love, the odds are of the ſingle game

ſingle game	7	to	4
Thirty love -	4		1
Forty love - - -	8		1
Thirty fifteen -	2	to	1
Forty fifteen - -	5		1
Forty thirty -	3		1

The odds of a four game ſet when the firſt game

is won, are -	7	to	4
When two games love	4		1
Three games love -	8		1
When two games to one	2	to	1
Three games to one -	5		1

The

The odds of a ſix game ſet when the firſt game is won, are	3	to	2
When two games love	2		1
Three games love	4		1
Four games love	10		1
Five games love	21		1
When two games to one	8	to	5
Three games to one	5		2
Four games to one	5		1
Five games to one	15		1
When three games to two	7	to	4
Four games to two	4		1
Five games to two	10		1
When four games to three	2	to	1
Five games to three	5		1
The odds of an advantage ſet when the firſt game is won, are	5	to	4
When two games love	7		4
Three games love	3		1
Four games love	5		1
Five games love	15		1
When two games to one	4	to	3
Three games to one	2		1
Four games to one	7		2
Five games to one	10		1
When three games to two	3	to	2
Four games to two	3		1
Five games to two	8		1

When

When four games to three	8	to	5
Five games to three -	3		1
When five games to four	2	to	1
When six games to five	5	to	2

The foregoing odds, as beforesaid, are generally laid, but the chaces interfering makes the odds very precarious; for example, when there is a chace at half a yard, and a set is five games all, and in every other respect equal, the odds are a good five to four; and if it were six games to five, and forty thirty with the same chace, the odds then would be a guinea to a shilling; so that it is plain that the odds at this game differ from those of any other: for one stroke will reduce a set, supposing the players to be five games all, from an even wager to three to two, and so on in proportion to the stage of the set.

There are various methods of giving odds at tennis, in order to make a match equal; and that they may be understood, we shall give the following list of them, with their meanings, so that any person may form a judgment of the advantage received or given.

The lowest odds that can be given, excepting the choice of the sides, is what they call a *bisque*, that is a stroke to be taken or scored whenever the player, who receives the advantage, thinks proper; for instance, suppose a critical game of the set to be forty thirty, by taking the *bisque*, he

ie who is forty becomes game, and ſo in reſpe
' two *biſques*, &c.

The next greater odds are *fifteen*, that is,
tain ſtroke given at the beginning of ea
me.

After theſe, *half thirty*, that is fifteen or
ne, and thirty the next. Then follow th
iole *thirty*, *forty*, &c.

There are alſo the following kind of odd
h are given, viz.

und ſervices, thoſe are ſervices given round
ent-houſe, ſo as to render it eaſy for the
er-out to return the ball.

f-court, that is being obliged or confined
into the adverſary's half-court; ſome-
is played ſtrait-ways, and at other times
which are great advantages given
; both

acroſs confined, but the ſtrait half-court the
him ſo ſt.
greate *ch-no-wall*, that is, being obliged to play
Tou the compaſs of the walls, or ſides of the
withir ; this is a conſiderable advantage to him
court receives it; as all the balls muſt be played
who i y, and conſequently they are much eaſier to
gentl than thoſe which are played hard, or accor-
take t to the uſual method of play.
ding *rring the hazards*, that is barring the de-
Ba tambour, grill, or the laſt gallery on the
dans, d-ſide, or any particular one or more of
hazar
them. ieſe are the common kind of odds or ad-
Th ges given; but there are many others, which
vanta

* The player who is on the hazard-ſide.

according to what is agreed by the players,
h as playing with *board* againſt *racket*, *cricket*
againſt *racket*, &c.

The game of tennis is alſo played by fo
ſons, two partners on each ſide. In this ca
y are generally confined to their particul
arters, and one of each ſide appointed to ſer
d ſtrike out; in every other reſpect, the gar
played in the ſame manner, as when two or
ay.

Any thing more to be ſaid upon this ſub
would be needleſs, as nothing can be recomm
ed, after reading this ſhort account of tenni
practice and attention, without which n
can become a proficient at the game.

FINIS.